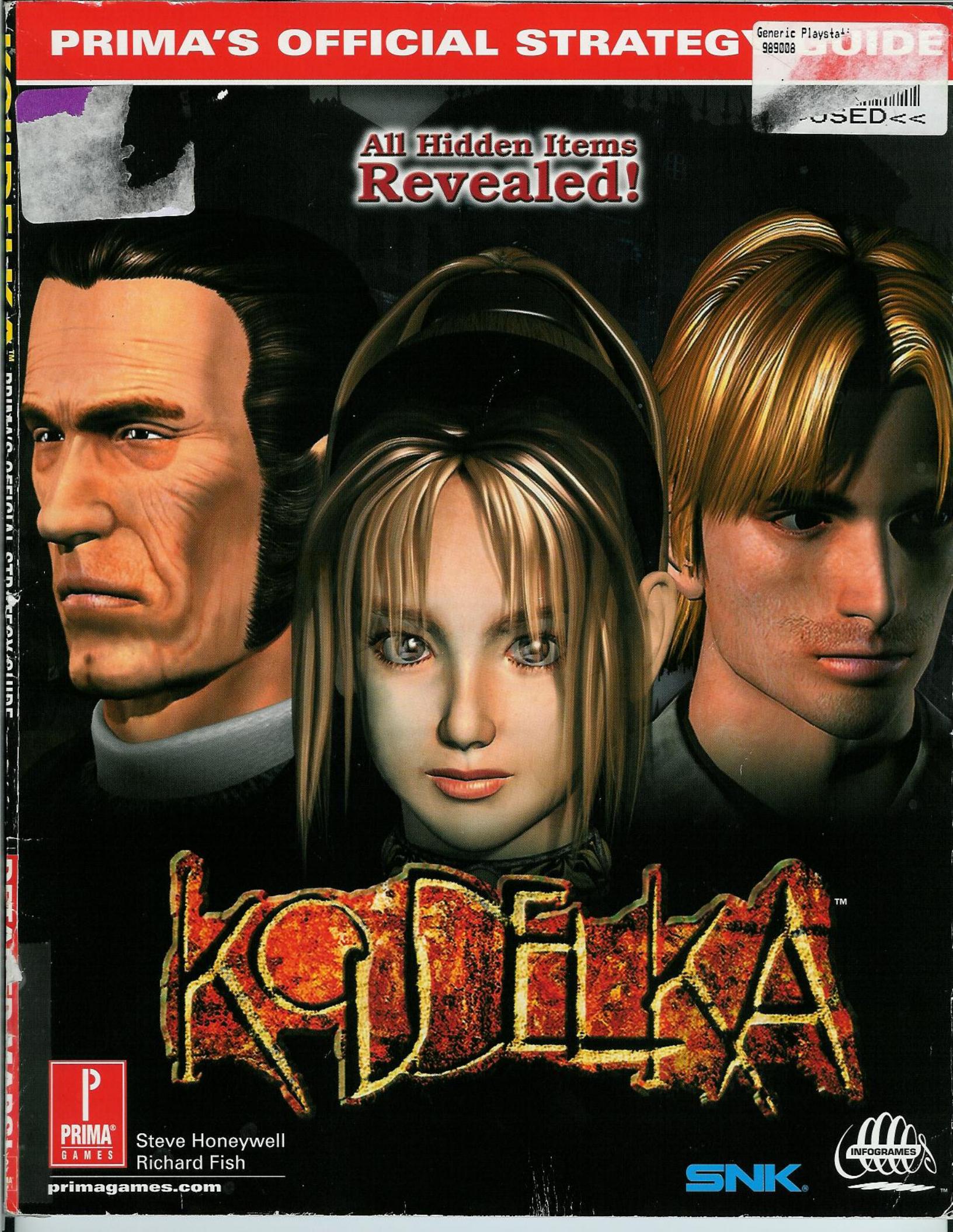


PRIMA'S OFFICIAL STRATEGY GUIDE

Generic PlayStation
989008

USED <<

All Hidden Items
Revealed!



KODAIA



Steve Honeywell
Richard Fish

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KOUDELKA

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Prima's Official Strategy Guide

Steve Honeywell

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3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
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Product Manager: Michelle Medley

Project Editor: Brooke N. Hall

Editorial Assistants: Terri Stewart, Jesse Lee Bates-Jackson

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Introduction

The Koudelka Story

Hundreds of years ago, in Aberyswyth, Wales, St. Daniel Scotius built a monastery called Nemeton Abbey. It was to be a place of worship and contemplation, where scholars and religious teachers could come to both teach and learn.

But the remote location allowed it to be subverted for other purposes. Over the years, Nemeton Abbey evolved into a prison. Instead of housing quiet, contemplative monks, the abbey became the home of those the powerful wanted forgotten or out of the way. Those sent to Nemeton Abbey were sent there to die, often horribly.

Some years ago, wealthy eccentric Patrick Heyworth purchased the abbey. For several years, rumors arose about Heyworth's wanton lifestyle; the abbey grounds were constantly filled with disreputable people. More recently, reports have surfaced of great evil and of great riches within the walls of the ancient monastery. Would-be thieves have entered, never to be heard from again.

Now, on Halloween, 1898, three adventurers exploring the abbey for three very different reasons meet: Koudelka, the gypsy cursed with psychic powers, driven by the spirit of an unknown woman; Edward, the adventurer, looking for excitement and riches; and James, the bishop sent to the abbey on a secret mission from the Vatican. These three will discover horror, danger, and adventure in the ruined and haunted abbey. Either they will solve their mysterious quests, or they will die trying.

How to Use This Book

Koudelka, a role-playing game, offers a lot of playing variety. You control the actions of all three characters as they explore the mysteries of Nemeton Abbey. In their quest for the ultimate answers behind the evil in the ancient monastery, they have considerable freedom to wander. Combat occurs frequently, and the creatures they kill leave interesting and powerful items.

While the plot of *Koudelka* is always the same, no two games are ever identical. Most of the combat takes place at random locations and against a huge collection of different monsters. You never receive exactly the same items as you did in a previous game: While some items may be the same, new items continue to appear.

Because of this, an area that remains relatively free of enemy creatures in one game may be brimming with evil in the next.

However, many things are consistent from one game to the next, and so this guide concentrates on those situations. Rather than giving a blow-by-blow description of every combat, the walkthrough highlights the important aspects of the monastery and offers an efficient path through the game. The walkthrough also details the planned encounters with powerful boss creatures.

Additionally, this book covers the major characters, the huge variety of weapons and items at your disposal, and the variety of monsters you face. Tactics for combat and spell casting are also included.

In short, everything you need to know from your first steps into the monastery to your final battle is here. While the specifics of the items you receive will be different from those in the games used to create this walkthrough, the same general strategy and tactics apply.

But enough of this. Let's start exploring!

Your Party

Koudelka Iasant



Koudelka is a young gypsy woman whose psychic powers have plagued her since birth. When she was nine, she foretold the death of her own father. The other gypsies in her village began to hate and fear her. Even her own mother feared her and tried to kill her. From that point on, Koudelka has been alone in the world.

Koudelka's Starting Statistics

Strength (STR)	Vitality (VIT)	Dexterity (DEX)	Agility (AGL)	Intelligence (INT)	Piety (PIE)	Mind (MND)	Luck (LUC)
13	14	10	7	16	16	13	11

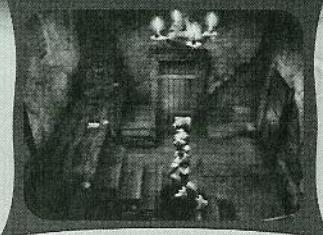
Edward J. Plunkett



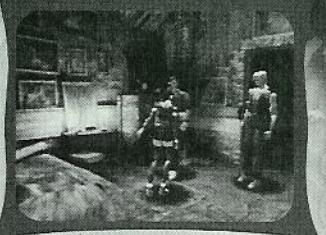
Eward is a fighter through and through. A young man who failed in academic life, Edward has turned to adventuring, seeking new excitements wherever he can find them. His father spurned Edward's love of imagination and adventure, leaving him to fend for himself.

Edward's Starting Statistics

Strength (STR)	Vitality (VIT)	Dexterity (DEX)	Agility (AGL)	Intelligence (INT)	Piety (PIE)	Mind (MND)	Luck (LUC)
16	16	13	11	8	9	8	15



As you walk from place to place in Nemeton Abbey, you control the actions of Koudelka.

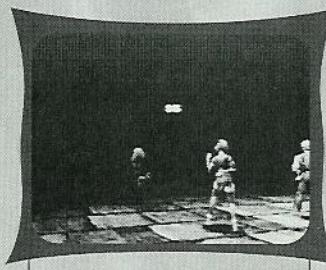


Koudelka is confident in her abilities, and she will not be held back by Edward or James.

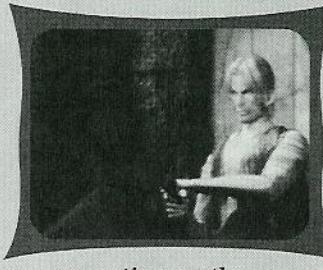
Koudelka came to Aberyswyth in response to the beckoning voice of a female spirit pleading for Koudelka's help in ending her torment. A capable spellcaster, in time she can become very powerful with magic. While she also starts out as a decent fighter, her true talents lie in the mystical realm.



Koudelka has the potential to be a powerful spellcaster.

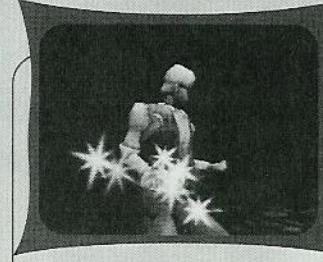


While she can learn to fight, Koudelka is better off concentrating on spells.

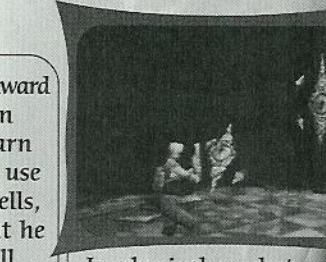


Edward is not one to back down from a fight.

Edward arrived at Nemeton Abbey looking for the adventure of a lifetime. He heard that the abbey is filled with limitless treasures and beautiful women acting on the requests of the abbey's owner, Patrick Heyworth. He finds himself in over his head, however, and is near death when Koudelka discovers him. Edward can be turned into a spellcaster, but physical battles are his forte.



Edward can learn to use spells, but he will never be the powerful spellcaster Koudelka is or that James can become.

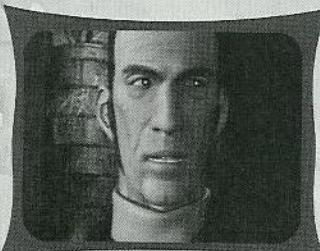


In physical combat, Edward truly shines.



James O'Flaherty

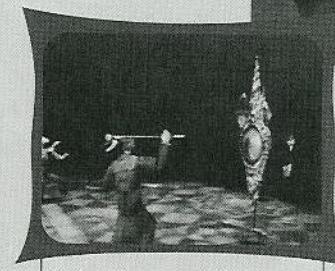
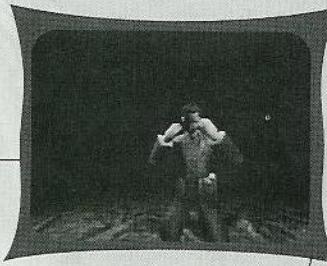
James O'Flaherty, a bishop from the Vatican, came to Aberyswyth at the request of the Pope to locate a stolen document that may hold the most terrible secret known to humanity. Older than both Koudelka and Edward, James has seen much in his life. He also appears to be hiding something and may have very personal reasons for coming to Wales. Like Edward, he is near death when Koudelka finds him.



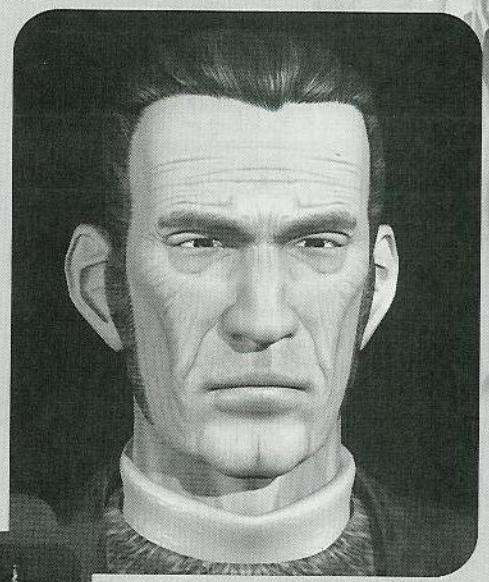
James is extremely set in his ways, but it may simply be a cover for something he is hiding.

As he gains levels, James can evolve into a mighty spellcaster.

James is something of a puzzle. His combat statistics match those of Edward, but his high piety score also gives him tremendous magical potential. He can easily become a fighter to match Edward's ability, or he can rival Koudelka in terms of magical might. He is valuable regardless of how you decide to develop him.



It is also possible to make James into a formidable fighter.

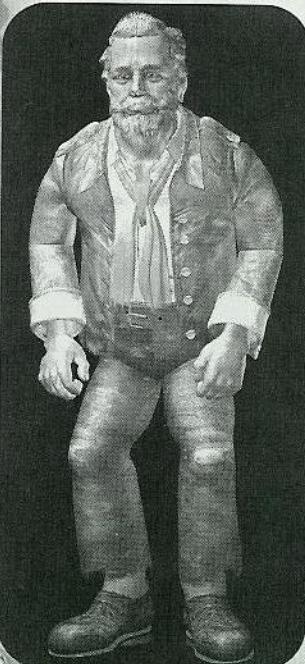


Make James either a fighter or a spellcaster. Making him a little bit of both renders his spells and physical attacks ineffective against the more powerful creatures.

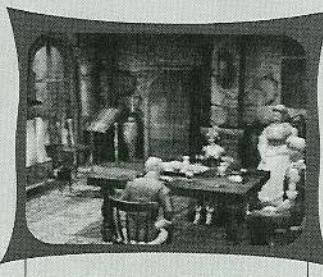
James's Starting Statistics

Strength (STR)	Vitality (VIT)	Dexterity (DEX)	Agility (AGL)	Intelligence (INT)	Piety (PIE)	Mind (MND)	Luck (LUC)
14	15	14	7	10	20	10	8

Other Characters Ogden and Bessy Hartman



The caretakers of Nemeton Abbey, these two pose a real puzzle. While they appear to be nice and helpful on the surface, many unanswered questions remain. How do they live in the monastery with so many evil creatures around? How do they explain the huge piles of bodies, many fresh, on the abbey grounds?



Ogden and Bessy seem very friendly at first.



Your final meeting with this murderous pair is terrifying.

Roger Bacon

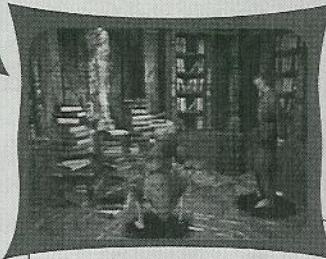


Roger Bacon is a 13th-century warlock who has survived until 1898 by conjuring the terrible and powerful magic in the *Emigre Document*. Near-immortality comes at a significant price, however. No longer truly human, Roger has not stopped aging, and his body appears mummified and twisted.



Your first encounter with Roger is surprising.

Despite his appearance, Roger is quite friendly and loves to talk. He is naturally an eccentric little man, prone to speak wildly and excitedly. You encounter Roger several times. He often reveals important information or at least points you in the right direction.

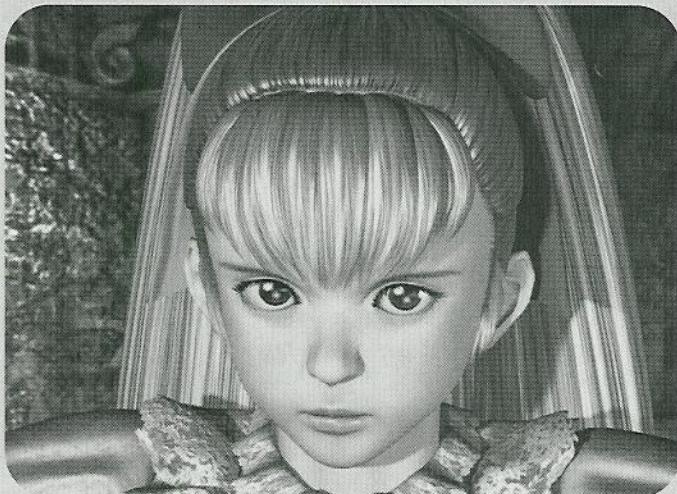


Roger isn't quite alive and isn't quite dead. This gives him a unique perspective.



Roger's animated speeches always entertain.

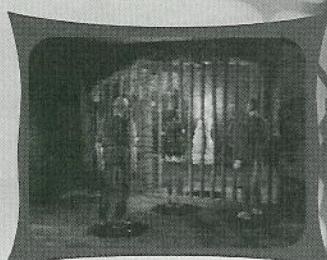
Charlotte



Of the many people who have been killed in Nemeton Abbey throughout its bloody history, perhaps none is more tragic than Charlotte. This young girl was locked up in the abbey's prison almost from birth, and she never left the grounds. Charlotte thrives on hatred and pain. Her abandonment by her mother has left her hungry to harm anything living.

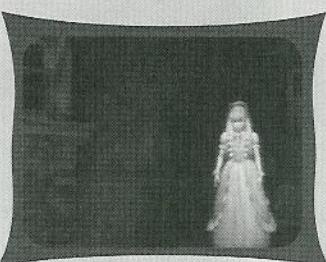


She looks innocent enough, but Charlotte is a truly malevolent spirit.

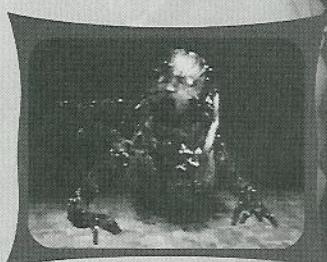


Charlotte enjoys the suffering of others.

You meet up with Charlotte several times. Eventually, you have to confront her and either prove that her hatred is misplaced or fight her and destroy her restless spirit.

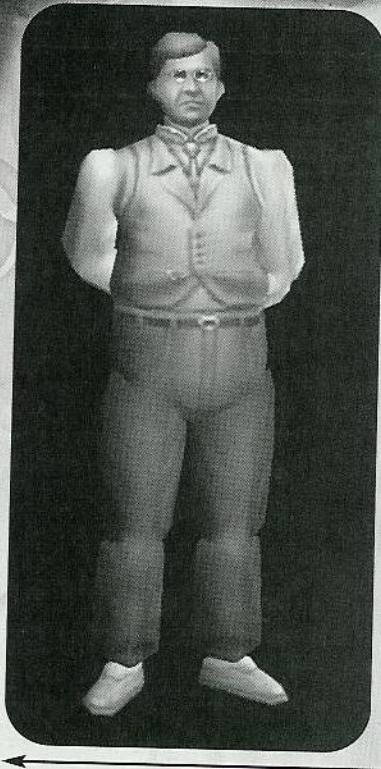


Eventually, a confrontation with Charlotte takes place in the rooms that were once hers.



You may also have to fight this twisted version of Charlotte in combat!

Patrick Heyworth

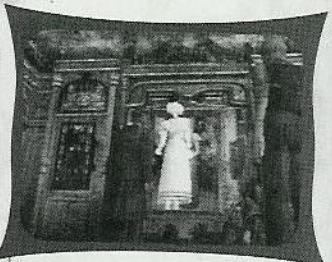
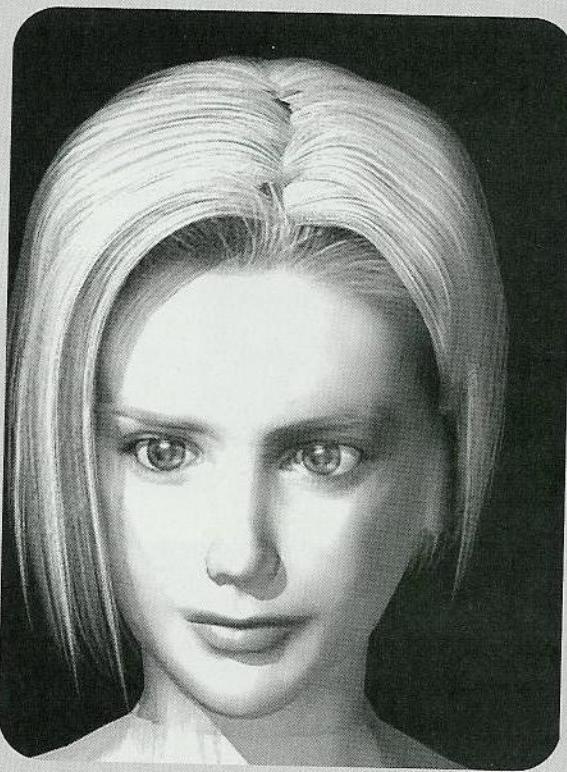


Patrick owns the monastery and its surroundings. Enigmatic and eccentric, he may well be the ultimate source of the evil plaguing the grounds.

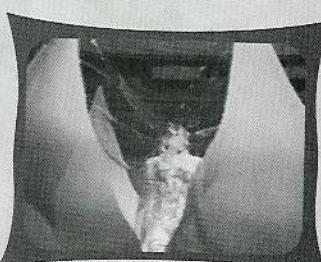
While you never actually encounter Patrick (at least not alive), you see evidence of his handiwork throughout the abbey.

Elaine Heyworth

Elaine is Patrick's wife. Elaine was killed almost 20 years before when thieves broke into her home. Elaine has summoned Koudelka to the monastery to investigate the terrible situation.



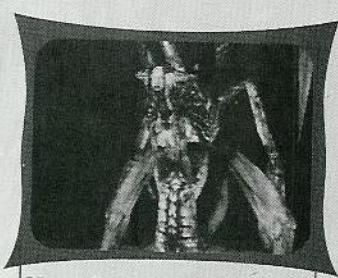
Doomed, Elaine's spirit wanders these ancient halls.



Unfortunately, her body is still very active!



You have to fight Elaine's first physical body twice.



Your final battle takes place against this monstrous version of Elaine.

You encounter both the spiritual and physical forms of Elaine Heyworth. Her spiritual form is kind and benevolent, but her body has become twisted and evil. It is she you have to face in your final battle to destroy the evil contained within Nemeton Abbey.



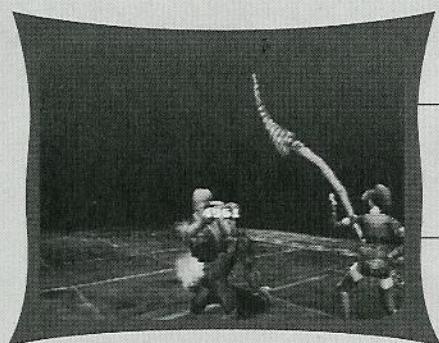
Character Statistics

What the Statistics Mean

Each of your three characters has a set of eight important statistics that determine virtually everything about that character. While each is important, some are more important to a given character than others.

Strength (STR)

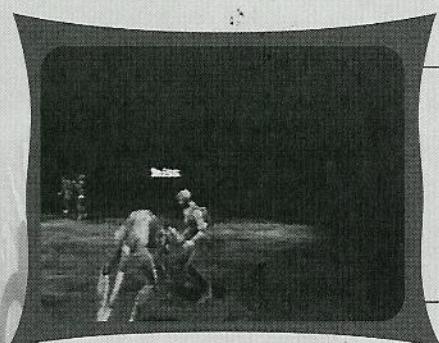
This is a measure of a character's physical strength. The higher a character's strength, the more damage he or she does in combat with a weapon or bare hands. Strength is extremely important for any character taking part in physical combat, primarily Edward.



High strength means your attacks do more damage.

Vitality (VIT)

Vitality is an important attribute for all three characters. High vitality makes a character resistant to physical attacks, so that strikes do less damage. Vitality also determines the character's maximum number of hit points. While it is important for everyone, it is most critical for those you intend to have fighting physically. Edward should have very high vitality, and if you have James fighting with weapons instead of spells, he should as well.



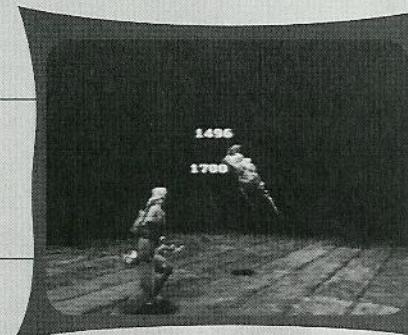
With a high vitality, your characters not only have more hit points, they also are resistant to physical attacks.

Dexterity (DEX)

Dexterity is the sister skill of strength. This score determines how likely a character is to hit in physical combat. A high dexterity score means that most attacks hit their targets. It's important to balance out strength and

dexterity scores. High strength is great but meaningless if the character's dexterity is so low he or she never makes contact. At the same time, being able to hit an enemy is important, but it means nothing if those attacks do no damage.

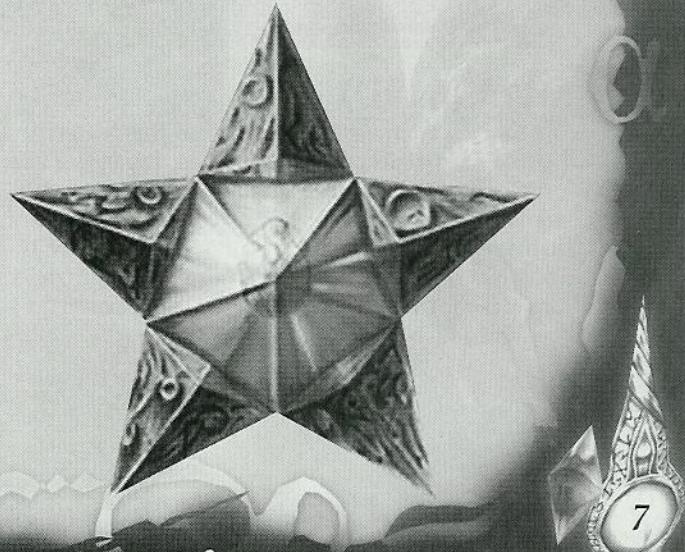
Good dexterity is required for your attacks to hit.



Agility (AGL)

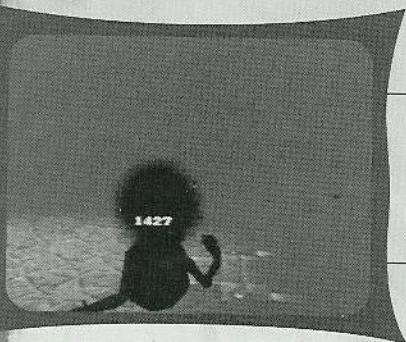
Of all of the different attributes, agility is the one equally critical for all three characters. Agility determines the character's speed. The higher the agility score, the more frequently he or she can act in combat. All should continually increase their agility scores whenever they have the chance. A high agility can mean getting in an extra attack against a powerful creature, which can mean the difference between winning a combat and having to load up a saved game.

Agility allows each character to perform multiple actions to an enemy's single attack.



Intelligence (INT)

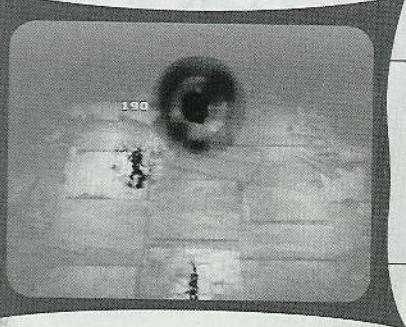
What strength is to physical combat, intelligence is to spells. Intelligence determines the strength of magic spells, whether offensive, defensive, or healing. High intelligence makes for much more potent spells. This is a critical statistic for Koudelka, and if you plan to have James cast spells, he needs a high intelligence as well.



High intelligence translates to more damaging spells.

Piety (PIE)

Piety is very much like vitality. A character's piety score determines the number of magic points, which are used to cast spells. Additionally, high piety prevents spells cast by an enemy (or even another character) from taking effect. This can be something of a double-edged sword. High piety prevents enemy spells from causing much or any damage, but it also prevents the other characters from being able to heal the pious character effectively. Very high piety prevents spell damage and healing magic from all but the most powerful spellcasters.

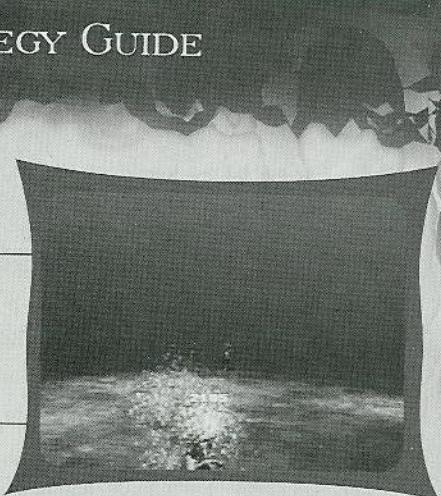


Higher piety scores mean more magic points and less damage from enemy spells.

Mind (MND)

The mind statistic is very similar to the dexterity score. The higher a character's mind score, the better chance a spell has of hitting the intended target. As with strength and dexterity, spellcasters need to balance their intelligence and mind scores. Powerful spells are worthless if they can't hit the target, and hitting the target is meaningless if the spells aren't powerful enough to do anything.

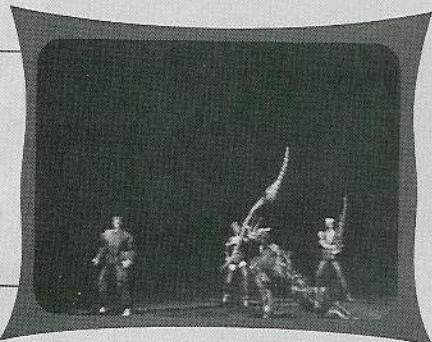
With a good mind score, your spells hit their mark.



Luck (LUC)

Luck is the most intangible of the eight statistics. A character is rarely aware of luck or how it operates, but it does affect things. Characters with a higher luck score are less likely to be targeted for attacks and enemy spells, while characters with low luck scores are spotted and attacked more frequently. While it is not the most critical statistic, it is still important to improve it over time.

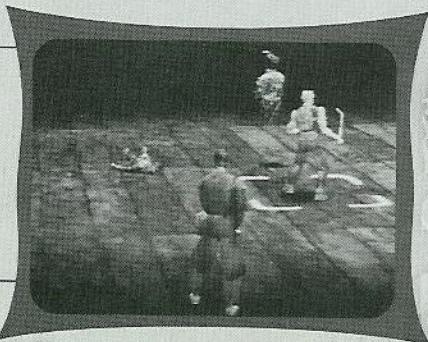
What does luck determine? Many variables and unseen decisions, like who a monster chooses to attack.



Improving Through Experience

Every time your characters engage in combat and successfully kill their enemies, they gain experience. When they've gained enough experience, they go up a level. With each level gained, you have the opportunity to improve your characters and make them even more formidable opponents. The experience from each combat is divided equally among all who are conscious at the end of a given battle. So, if James is knocked out by an enemy attack just before Edward kills the last creature, James will not gain any experience from that combat.

A character who is knocked out loses the chance to gain experience from a combat.



Characters

Each time a character gains a level, you have four points to distribute among that character's eight statistics. So, with each level, you have to make some choices. You can't improve all statistics each time the experience level goes up.

Level Up	
	James O'Flaherty
Level 54	Bonus Points 2
HP 1369/1369	0
MP 524/524	R2/AP Explains
STR 22 +0 22	AP 83
VIT 30 +7 37	INT 55 +28 83
DEX 22 +0 22	PIE 50 +28 78
AGL 48 +0 48	MND 55 +24 78
Exp. 280964	LUC 27 +2 31
Next: 281000	

Choose the statistics you wish to improve carefully.

Improve all characters' AGL scores by at least one point every time they gain a level of experience. By increasing the speed with which they can perform in combat, you give them more opportunities to defeat their enemies without as much risk of being hurt or knocked out.

High agility is important for all three characters.

Status	
	Edward Plunkett
Level 28	✓ Dark Dark
HP 1849/1849	✗ Fire L Mail
MP 72/72	✗ Fire Badge
STR 36 +10 46	AP 34
VIT 36 +7 43	INT 14 +20 34
DEX 36 +9 45	PIE 14 +13 27
AGL 36 +7 43	MND 14 +15 29
Exp. 73975	LUC 14 +2 31
Next: 74000	

Improve Koudelka's INT, PIE, and MND scores regularly, allowing her to increase her supply of magic points as well as develop the power of her spells and the accuracy of her attacks. Her high PIE score is also useful because she tends to draw the most fire from enemy spellcasters. Put some points into her LUC score as well, simply to prevent her from being the brunt of too many enemy attacks. It also never hurts to add points to her VIT score every few levels, if only to keep her from being too easily knocked out. You may want to put an occasional point into her STR and DEX statistics, but because she spends most of her combat time casting spells, these statistics are of minimal importance.

Status	
	Koudelka Jasani
Level 54	✓ Evil Horn
HP 841/841	✗ Fire Frock
MP 774/774	✗ Pendant
STR 21 +0 21	AP 81
VIT 29 +0 29	INT 63 +18 81
DEX 21 +0 21	PIE 50 +38 88
AGL 49 +0 49	MND 55 +26 81
Exp. 286500	LUC 27 +2 31
Next: 287000	

Regularly adding points to her INT, PIE, and MND scores has turned Koudelka into a powerful spellcaster.

Edward is the complete opposite of Koudelka in this respect. Virtually every level he gains should see increases in his STR, VIT, and DEX statistics. These increase the power of his melee attacks, give him a good stock of hit points, and prevent damage from enemy attacks (and because he's always running into combat, this is important). It also ensures that the majority of his attacks hit their intended targets. Like Koudelka, Edward's LUC score is of some importance, but it's less critical than his more physical statistics. Of his other scores, place some points every few levels into Edward's PIE statistic to help protect him against magical damage. You can also add to his INT and MND scores, but these are of negligible importance for Edward.

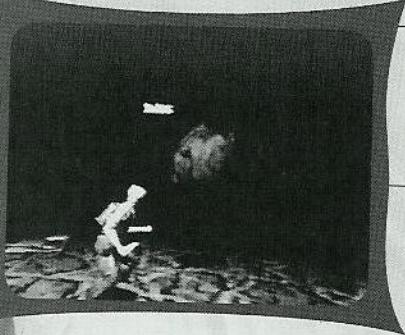
Status	
	Edward Plunkett
Level 53	✗ Sacroth
HP 5561/5561	✗ Air C Mail
MP 84/84	✗ Flare Branch
STR 52 +7 123	AP 29
VIT 55 +26 81	INT 20 +9 29
DEX 56 +25 81	PIE 22 +7 29
AGL 53 +8 61	MND 20 +6 26
Exp. 276121	LUC 27 +6 31
Next: 276500	

Of the three characters, James is the most flexible. His decent starting STR, VIT, and DEX scores make him a natural fighter. On the other hand, while his INT and MND scores are fairly low, his high PIE statistic means that he'll have a good stock of magic points, so with a little work in the early levels, he can be turned into a fairly powerful spellcaster. If you wish to make James a bruiser like Edward, develop him along similar lines, paying less attention to his PIE score because it already starts fairly high. If you intend to make him a spellcaster instead, follow the basic plan for developing Koudelka's statistics.

Status	
	James O'Flaherty
Level 53	✓ Water L Mail
HP 1369/1369	✗ Earth, J Ring
MP 508/508	✗ Air Badge
STR 22 +0 22	AP 79
VIT 30 +7 37	INT 55 +24 79
DEX 22 +0 22	PIE 48 +30 78
AGL 47 +10 57	MND 55 +20 75
Exp. 271987	LUC 27 +2 39
Next: 272500	

Improving Weapon and Spell Skills

The characters, in addition to increasing levels of experience, can also improve their abilities to use each of the 10 classes of weapons and each individual spell.



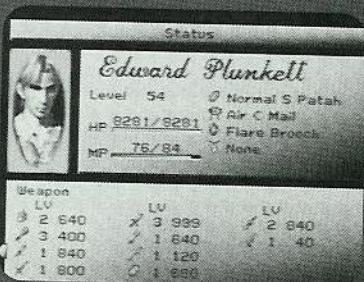
Each use of a weapon or spell in combat increases the user's skill, even a miss.

The only way to improve a character's ability with a weapon type or with a spell is to use that weapon or

spell. Each use of a given weapon type in combat or a spell slowly increases a character's proficiency according to the chart below. When a character achieves 1,000 points of experience in a given weapon type or spell, he or she gains a level in its use.

Skill	Amount Raised Per Use
Weapon skill	40 points
Offensive spell	40 points
Heal spell	30 points
Revive spell	90 points
Reflect spell	180 points
Statistic spell	80 points

For your offensive spells and weapons skills, it takes 25 uses to gain a level. It doesn't matter if the spell or the weapon does a lot of damage or even hits. As long as you use the spell or weapon in combat, the character gains experience. Each spell and weapon category can be learned up to the third level of experience.

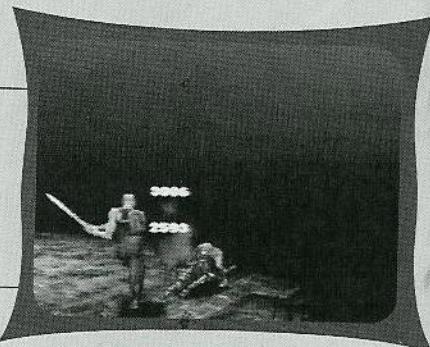


As you can see, Edward has used a variety of weapons, and if he needs to, he can wield many of them proficiently.

Gaining levels with spells and weapons does more than simply add to the effectiveness

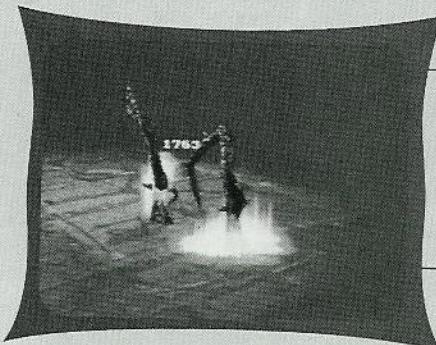
of those spells and weapons. Each time a character gains a level with a weapon, he or she has the possibility of gaining an extra attack each time it is used. If Edward, for instance, has gained a second level in the use of

swords, each time he attacks with a weapon in that category he might get in two strikes instead of just one. Gaining the third level of experience gives him the possibility of three attacks for each strike.



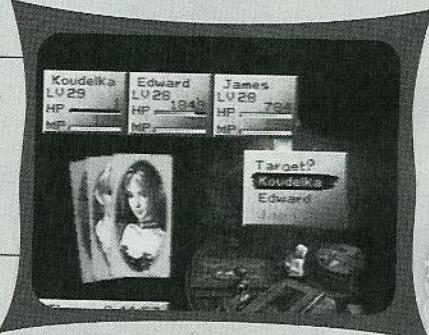
With his powerful weapon skills, Edward can hit an enemy several times in combat.

Spells are a little different. Higher level spells are more powerful than lower level ones, and they have the ability to affect multiple opponents. A level one spell hits only the intended target. A level two spell not only hits the target but also hits other enemies adjacent to it. Level three spells hit enemies within a two-square radius of the target. So, a single spell can often damage or kill every enemy on the screen.



Higher level spells can take out several opponents at once.

The Healing spell is different, because it can be cast from the menu screen. Any character who uses this spell in combat or from the menu screen gains experience in casting it.



Even if you cast the Healing spell from the menu screen, the caster gains experience.

Weapons

Koudelka utilizes 10 basic categories of weapons. Using a weapon in a particular category gives you the ability to use all weapons in the same category at an equal skill level. So, if Edward becomes proficient with his bare hands, for instance, he'll be just as good with knuckles, claws, or a cat's eye. Each character can use any weapon, and each class of weapons has three levels of proficiency. Regular weapons can survive 15-30 attacks. Special weapons can survive 100-250 attacks. Firearms don't wear out, but must have ammo.

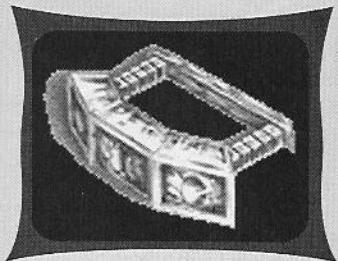
Bare-Hand Weapons

Bare-hand weapons are exactly that: Weapons in this category work like fists. Each character can fight bare-handed, and the other weapons in this group, like knuckles, are simply more powerful extensions of fists.

Bare Hands

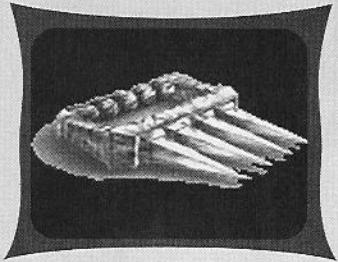
The art of fighting without a weapon—you won't use bare hands often, but because weapons have a habit of breaking, one character or another may need to battle for a round or two unarmed.

Knuckles



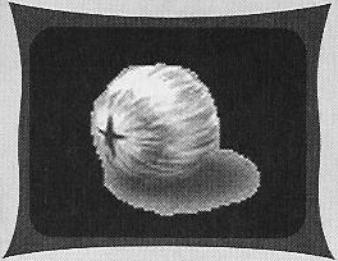
Brass knuckles come in handy for anyone with good hand-to-hand combat skills. These iron accessories fit over the user's knuckles, allowing for a much more powerful punch.

Claws



These improve on basic brass knuckles. Instead of giving the user a stronger fist, these have large claws attached, allowing the wielder to slash and cut with each punch.

Cat's Eye

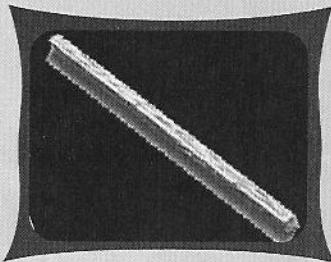


The cat's eye is a large gemstone, about the size of a real eye. It isn't very fearsome as a weapon, but it adds a lot to the user's INT, PIE, MND, and AGL scores, a good aid for a spellcaster.

Clubs

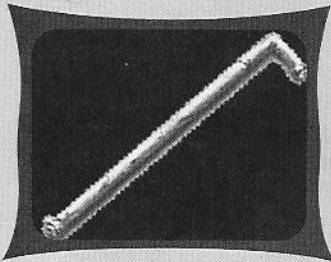
Aside from just bare hands, no weapon is as basic as a club. A large piece of wood or metal swung at an enemy's head or body, a club causes tremendous damage in the hands of a skilled wielder. The club is a common weapon, and you'll find many items that can serve as clubs.

Board



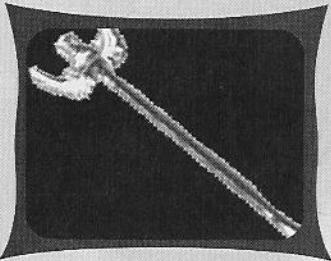
This is nothing more than a large piece of hardwood dried and coated with oil to prevent cracking. While not intended to be a weapon, it can be swung like a club.

Pipe



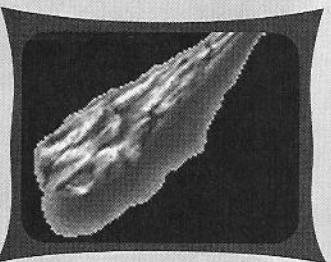
This is a simple piece of bent metal pipe, like that used in plumbing. The bend allows it to be swung like a hammer.

Rod



A large, carved staff with a decorative winged angel at one end, a rod is not a viable combat weapon, but wielding one increases the user's INT, PIE, and MND scores, making it perfect for someone who relies on spells.

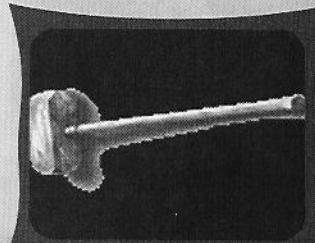
Club

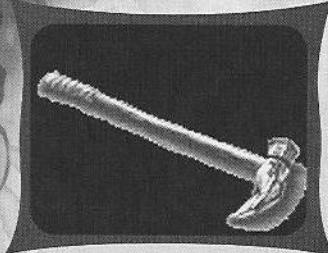


A club is nothing more than a large piece of wood with cloth wrapped at one end to make it easier to hold. While not a subtle weapon, it is very effective.

Hammer

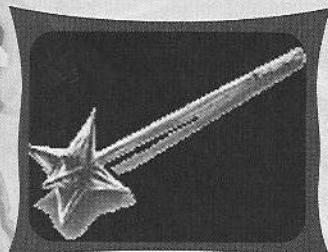
This weapon is the sort of hammer used by a blacksmith. Its poor balance makes it hard to use as a weapon, but it is very effective for crushing skulls.





Pickax

This large, flat-headed hammer has a pointed pick on the back. Usually used as a rock-climbing tool, it can function as either a club or a pointed weapon.

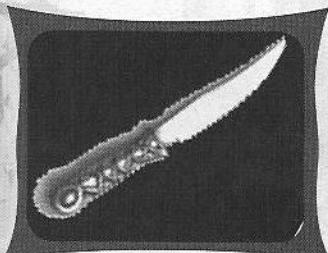


Mace

A mace is a club with a large, spiked ball resting on top; it is designed to crush skulls.

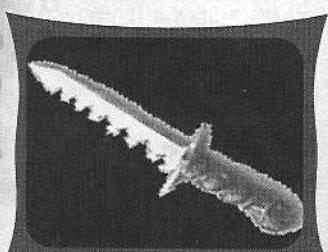
Knives

Knives are somewhat more effective than bare hands in combat. These short-bladed weapons are more for personal defense than for attacking, but they can help in a pinch. However, several varieties of knife were designed for combat.



Knife

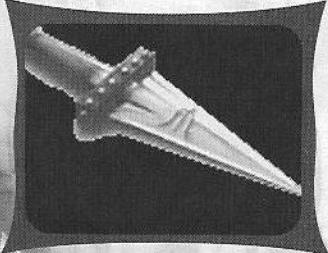
The basic knife is handy early on. It's a slim blade with a decorative handle, used most frequently for protection. Knives aren't very powerful against larger enemies.



C Knife

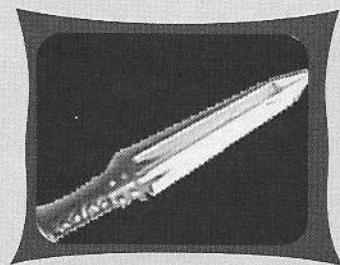
A much more hardy and powerful version of a regular knife, a C knife, or combat knife, has a sharpened blade on one side and serrated teeth on the other, allowing it to work like a saw.

Dagger



A knife designed for combat, the dagger is somewhat more effective than the dirk or normal knife.

Dirk

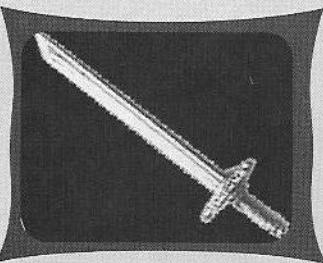


Dirks are more decorative than functional; however, the double-edged blade of the dirk offers basic defense against less-powerful enemies.

Sabers

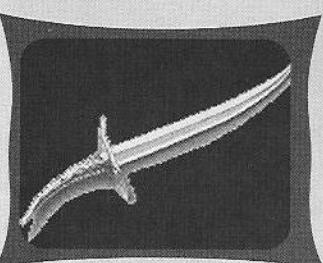
Sabers and saber-like weapons are much larger than daggers and other knives, but are not really traditional swords. Instead of hacking and slashing, sabers allow thrusting attacks. The very narrow blades are designed to pierce through the cracks in enemy armor rather than hack enemies apart. As such, they can be very effective but are more suited to precision attacks than wild melee.

Saber



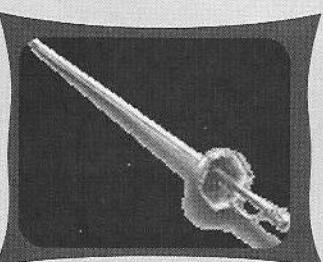
The saber is a curved sword generally associated with cavalry soldiers. While effective for slashing, it is usually a weapon for thrusting attacks.

Tulwar



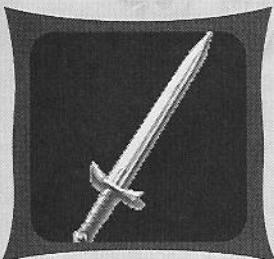
A sword with a thin curved blade and a tapering hand guard, the tulwar is a very popular weapon among Muslim warriors, but it isn't that common in Wales.

Rapier



The rapier is a sword with a long, thin blade used more for thrusting attacks than slashing. It is also designed to slip through the cracks of enemy armor.

S Sword

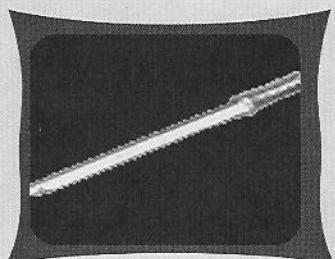


This is a basic one-handed short sword. While not as powerful as larger swords, it is considerably easier to handle.

Swords

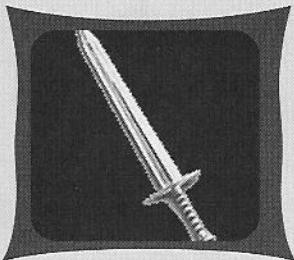
These are more traditional swords, or are at least what most people think of when they think of a sword. Larger, longer, and much heavier than saber weapons, swords can be used in thrusting attacks but are more generally used for slashing. In the right hands, these are very powerful weapons, and because the two most powerful weapons available are both swords in this class, it pays to have at least one character learn to brandish them well.

W Sword



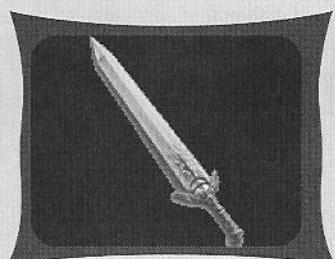
A sword with a long, straight blade, the W sword is very serviceable for anyone skilled in its use. It is somewhat smaller than a long sword and considerably lighter.

L Sword



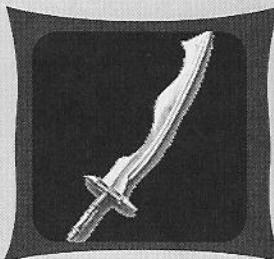
This a standard double-edged long sword. An effective, if basic, combat weapon, it is deadly in the hands of a skilled swordsperson.

B Sword



A bastard sword has a long handle requiring both hands to wield properly. This is a difficult weapon to use, but in the hands of a master, it's incredibly powerful.

Scimitar

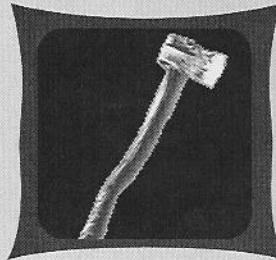


A scimitar looks similar to a saber, but there is a less-pronounced angle on the blade. Scimitars are good all-purpose weapons, deadly in the right hands.

Axes

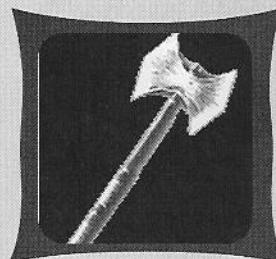
Axes are precisely what they sound like. These heavy instruments are usually associated with chopping down trees. However, their sharpened heads cut through foes just as efficiently. Axes tend to be slow weapons because of their weight, but their power more than makes up for their lack of speed.

Axe



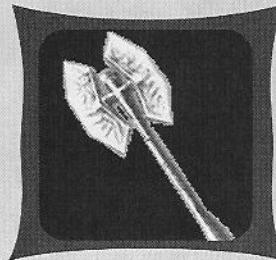
A standard heavy axe, used mainly for chopping wood. This is a slow weapon, but it causes tremendous damage.

B Axe



This double-bladed battle axe is specifically designed for combat.

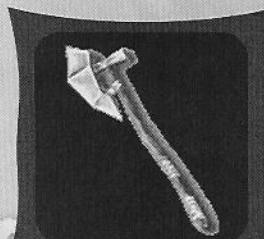
W Axe



This axe, even larger and more unwieldy than a typical axe, is very powerful, but its length and weight make it very slow to use.

Tabar

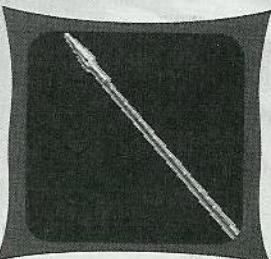
This combat axe is much sharper than a normal woodsman's axe.



Spears

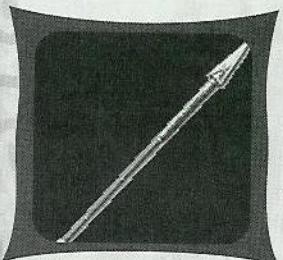
A spear is really just a dagger mounted on a very long pole. Spears and spear-like weapons are a little more complicated than the typical weapon. While other melee weapons are used while standing in the square next to an enemy, spears must be thrown from one square away. A little trickier to use correctly, these weapons can pay dividends, because the length helps keep enemies from getting too close.

Spear



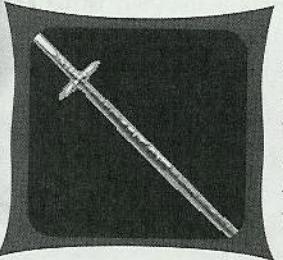
A spear is basically a long, wooden pole with a steel blade on the end.

P Spear



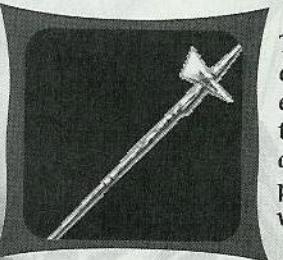
Sometimes called a cow's tongue because of its shape, the P spear, or partisan, has a thin, double-edged tip. Like all spears, you need some distance to wield it properly.

Lance



This is a very long spear, normally thrown from horseback. The projections from the base of the blade are decorative, and only the weapon's tip is used in combat.

Glaive

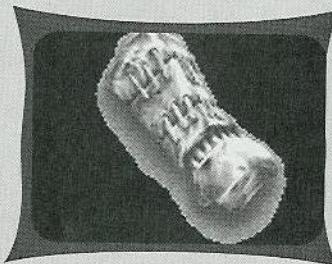


The glaive is another variation on the basic spear. Instead of effectively having a dagger on the end, the glaive is more like a very long axe. This is a very powerful weapon, especially when compared to other spears.

Gloves

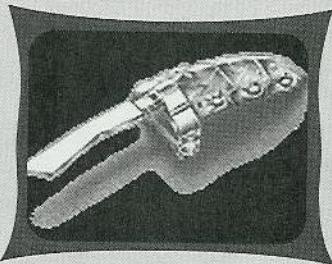
Fascinating weapons of unusual design, glove weapons are somewhat different from bare-hand weapons. In general, they are more for defense than attack, but they can be brandished effectively by an experienced wielder.

Mittens



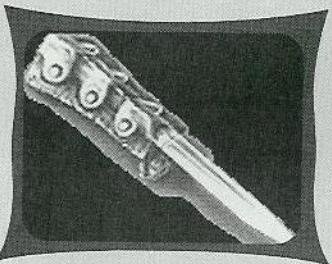
These knit gloves are much more useful for absorbing blows than for actual combat, as they are only slightly better than bare hands.

S Patah



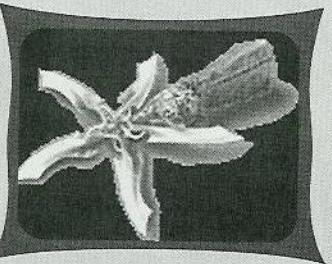
This is a small patah, a glove with a single blade attached. It is mainly for defense and is not a very effective weapon.

W Patah



A more powerful version of the S patah, this weapon is still best used for defense and has only limited attack capability.

Barballa

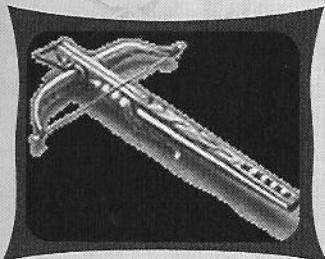


The unique barballa is essentially a gauntlet fitted with a five-pointed blade. The blade can be attached to the back of the glove or rotated for attacking. This is a difficult weapon to master, but it offers a powerful attack.

Rifles

One of the two classes of firearms, the rifle group contains the most weapons of any particular class. Mastery of this group of weapons means proficiency with the bowgun, crossbow, and shotguns in addition to standard and modified rifles. Because these weapons are firearms, they can be fired from anywhere on the battlefield, allowing characters to attack without having to close the distance to an enemy.

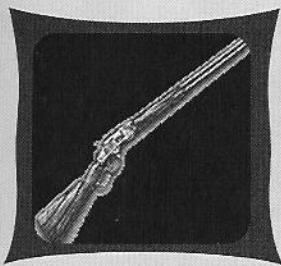
Bowgun



A sort of crossbow, this wooden bow fires arrows with a trigger string. The winding mechanism has been adapted to simplify firing. It holds only a single arrow at a time.

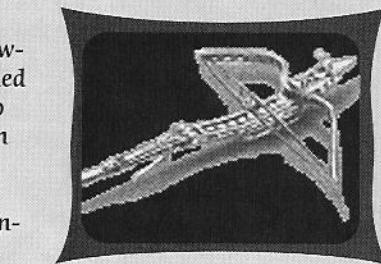
Crossbow

This is similar to the bowgun but has been modified to be even lighter and to provide more power from stronger string tension. Like the bowgun, the crossbow holds only a single arrow.



Rifle

This is a much heavier weapon than a simple pistol, but it has greater range and packs significantly more firepower. It holds 12 rounds.



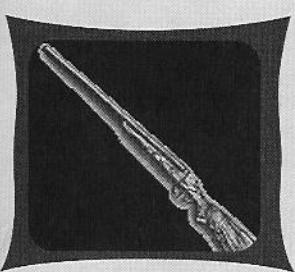
Rifle RD

This modified version of the Rifle has a shorter barrel than the standard model, which makes the weapon easier to use and allows for a faster reaction time. It holds six rounds.



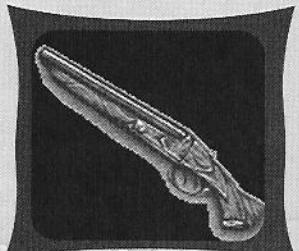
Shotgun 2

While it holds only two shells, the shot spreads over a large area, often hitting the same target multiple times.

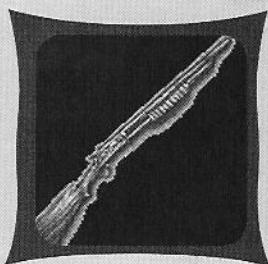


Shotgun RD

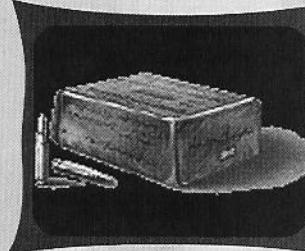
This is a modification of the Shotgun 2. The barrel has been shortened, which improves the rate of fire with no loss of power or spread. It holds two shells.



Shotgun 6

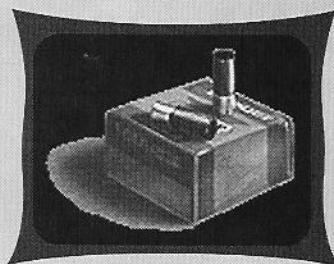


This is the latest in pump-action shotguns. Unlike the other shotguns, it holds up to six shells at a time.



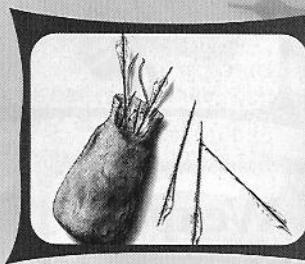
Rifle Rounds

These bullets can be used with any rifle. Each box holds 20 rounds.



Shotgun Shells

These shotgun rounds work with any shotgun. Each box holds 10 shells.



Bowgun Arrows

These arrows are made from carved branches and fletched with feathers. Each arrow has a metal tip. Each quiver holds 10 arrows.

Pistols

The other class of firearms, pistols are lighter and faster than rifles but also hit for less power. Like rifles, they can be fired from anywhere on the combat grid, and a character does not need to close within melee range.

SA Pistol



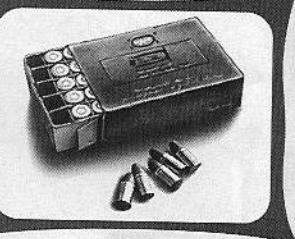
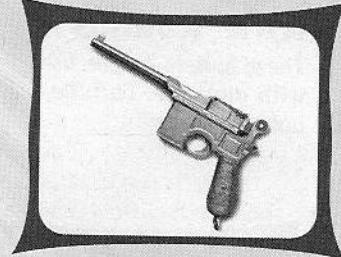
This is a single-action revolver popular in the American West. This is the first weapon you acquire, and it's very useful for hitting low-level enemies and driving them back. It holds six rounds.

DA Pistol

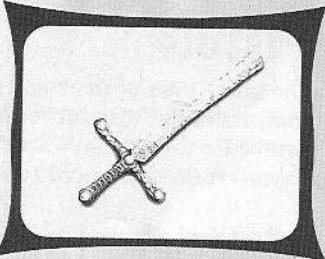
This is a double-action pistol, modified from the standard version. Like the SA pistol, it holds six rounds.

Automatic Pistol

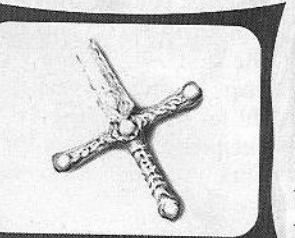
Unlike the other pistols, the automatic pistol holds 10 bullets at a time.

**Pistol Rounds**

A box of pistol rounds holds 20 rounds for use with any pistol.

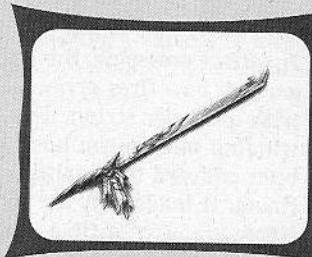
Special**Weapons****Girdle Sword**

The Sword of Strange Girdles, as used by Sir Galahad and King David before him. Blessed with the power of good spirits and angels, it has survived the passage of time untouched.

**Galahad Sword**

A copy of the sword used by Sir Galahad of the Round Table. It has not survived the years well, becoming so brittle and weak that the blade has

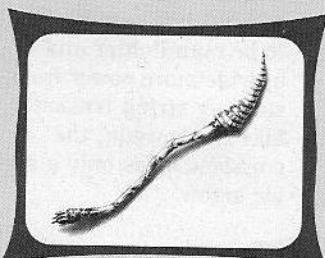
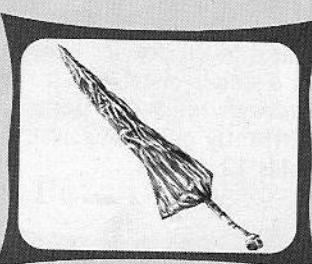
snapped.

**Lifedrinker**

Lifedrinker, a very powerful sword, increases the strength of the wielder tremendously. Whenever Lifedrinker hits a target, the wielder drains any hit points and adds them to his or her total, up to the maximum. This comes at a cost, however. Anyone holding Lifedrinker sacrifices a few points of AGL, STR, and LUC.

Evil Horn

You get the Evil horn from the body of the Dark Young, a creature you must face to complete your journey. It is effectively a large spear that causes consider-



able damage.

Sacnoth

This legendary sword is said to have been made from the bones of a powerful and evil dragon slain many years ago.

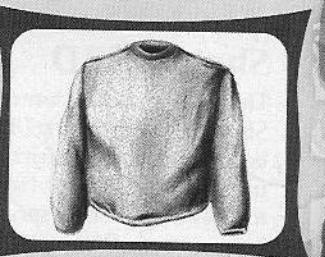
The dragon's eyes decorate the pommel. This is an incredibly powerful weapon and, in the hands of a skilled swordsperson, is the most deadly force available in Nemeton Abbey. Sacnoth raises the user's STR score to unbelievable heights, and in combat this sword causes incredible amounts of damage.

Armor

Armor helps ward off enemy attacks. Basically, there are two general class of armor: armor that defends against physical attacks and armor that defends against magical attacks. A character can only wear one type of armor, so you need to decide which is most effective for each character type. Generally speaking, fighters should wear armor that defends against weapons while spellcasters should wear armor that protects them from magical attacks.

Rags

Rags offer virtually no protection against physical attacks. They are basically just another layer of clothing. However, because rags increase the wearer's PIE score, they are useful for





spellcasters.

Frock

This suit worn by priests doesn't do much for physical protection, but its nature allows for significant protection from magical attacks. Wearing it increases the

user's PIE and LUC scores.

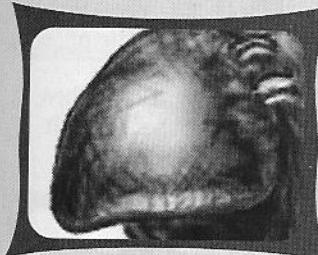
Robe

Like the frock, the robe is a priestly garment, useful for the increases in the wearer's PIE and LUC scores.



L Mail

This is a suit of cured leather armor linked together with metal. It's very light armor that affords some protection to the wearer without impeding



movement. Wearing this increases the user's VIT and LUC scores.

C Mail

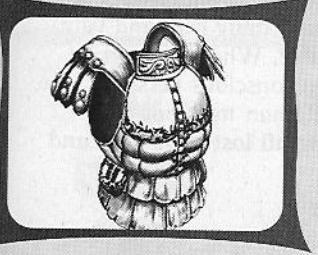
This suit of chain mail offers significant protection against physical attacks. Wearing it increases the



user's VIT score dramatically and increases LUC as well.

P Mail

This is the heaviest armor in Koudelka. It slows the wearer down, but it offers a significant amount of protection against physical damage by adding to the VIT score.

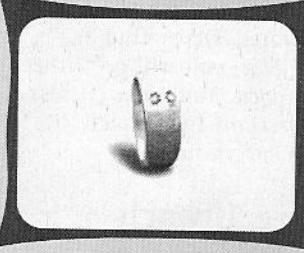


Accessories

Accessories are pieces of jewelry. Each character can wear up to two pieces of jewelry at a time. They increase several statistics, and most also help defend against attacks from one of the four different elements.

Normal Accessories

These are standard accessories, found on the bodies of slain monsters. Not unique in general, these items help enhance your characters and are very valuable.



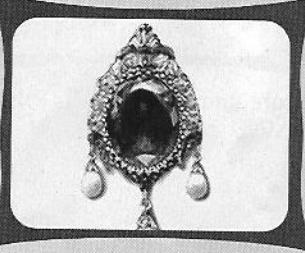
Ring

This is a simple silver ring engraved with a star to ward off evil spirits. Wearing it increases the wearer's INT, PIE, and MND scores.



J Ring

This is a gold ring with a large diamond embedded in it. It increases the magical ability of anyone who wears it, adding significantly to INT, PIE, and MND scores.



Brooch

A large, decorative brooch containing a ruby at the center, this piece of jewelry increases the magical defense of the wearer and



raises INT, PIE, and MND scores.

Badge

This gold and silver medal with a large gemstone imbedded in it offers protection to the wearer, specifically improving INT, PIE,

and MND scores.



Jewel

Garnets and pearls decorate this elegant necklace of carved silver. When worn, it increases the user's INT, PIE, and especially MND scores.



Rosario

A rosario is a crucifix made of gold with a sapphire in the center. It is said that these items ward off evil spirits. When worn, a rosario increases the wearer's INT, PIE, and MND scores.

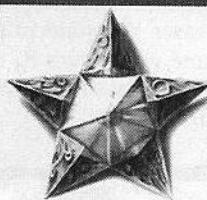
Special Accessories

These unique accessories are found during your travels through the monastery. You will not locate all of them, but you will get two in every game. Depending on whether or not you fight Charlotte, you will get either the Flare brooch or the Star brooch. You must possess the pendant to complete the game successfully.



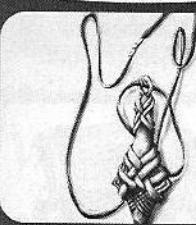
Flare Brooch

This large woman's brooch contains a multifaceted ruby in a gold setting. It increases the wearer's VIT, INT, PIE, and MND scores.



Star Brooch

This brooch is a golden statuette of the Holy Mother embedded in a topaz. The brooch itself is in the shape of a star. When worn, it adds significantly to the wearer's AGL score and adds to INT, PIE, and MND as well.

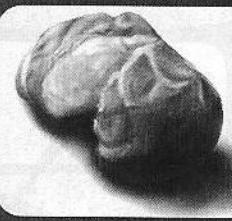


Pendant

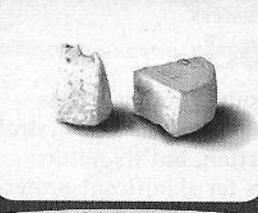
This pendant was given to Koudelka when she was a young girl by a gypsy. It radiates strong magical powers. When worn, it increases the wearer's INT, PIE, and MND scores as well as the LUC score significantly. You must have the pendant to defeat Elaine.

Health and Magic Restoratives

Bread

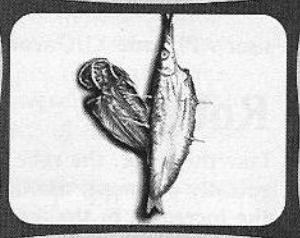


A loaf of bread: When eaten, it restores 150 hit points.



Cheese

This is a brick of homemade, hard cheese. When eaten, it restores 250 hit points.



Dried Food

A serving of fish pickled in saltwater and then dried in the sun. When eaten, dried food restores 350 hit points.



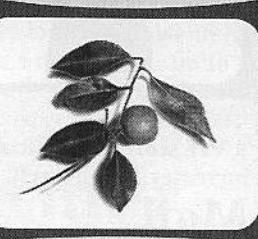
Potion

This is a small bottle of red wine with healing herbs mixed into it. When drunk, it restores 500 hit points.



High Potion

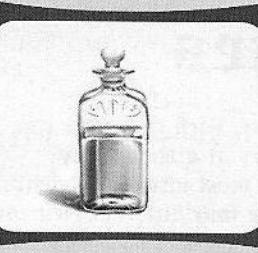
This is simply a much larger bottle of wine. It restores 1,500 hit points.



Roman Nuts

Known for their nutritional value and use as a seasoning, Roman nuts are incredibly rare and valuable. When used on an unconscious person, Roman nuts not only

awaken that person but restore all lost hit points and magic points.



Listel

This is a small bottle of rose wine. When drunk, it restores up to 40 magic points.



High Listel

This is identical to the Listel except for the size of the bottle and the amount of magic points it restores. It replenishes 100 magic points.

Antidote

The antidote is helpful only in combat. When used, it instantly counteracts any poison. Poison is automatically cured after combat, making antidote unnecessary then.



Panacea

This useful compound of various herbs cures all bad effects from spells and attacks in combat, although it restores no hit points. When used, any paralysis, silence, or poison is cured.



Whiskey

This is a bottle of Scotch whiskey. In combat it revives an unconscious person instantly and restores about 50 hit points.



Elixir

This bottle of strange green liquid is a very useful find. It completely restores the drinker's hit points and magic points. It is similar to Roman nuts, except that an elixir can only be used by a conscious person.

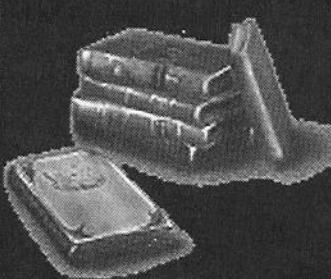


Idols

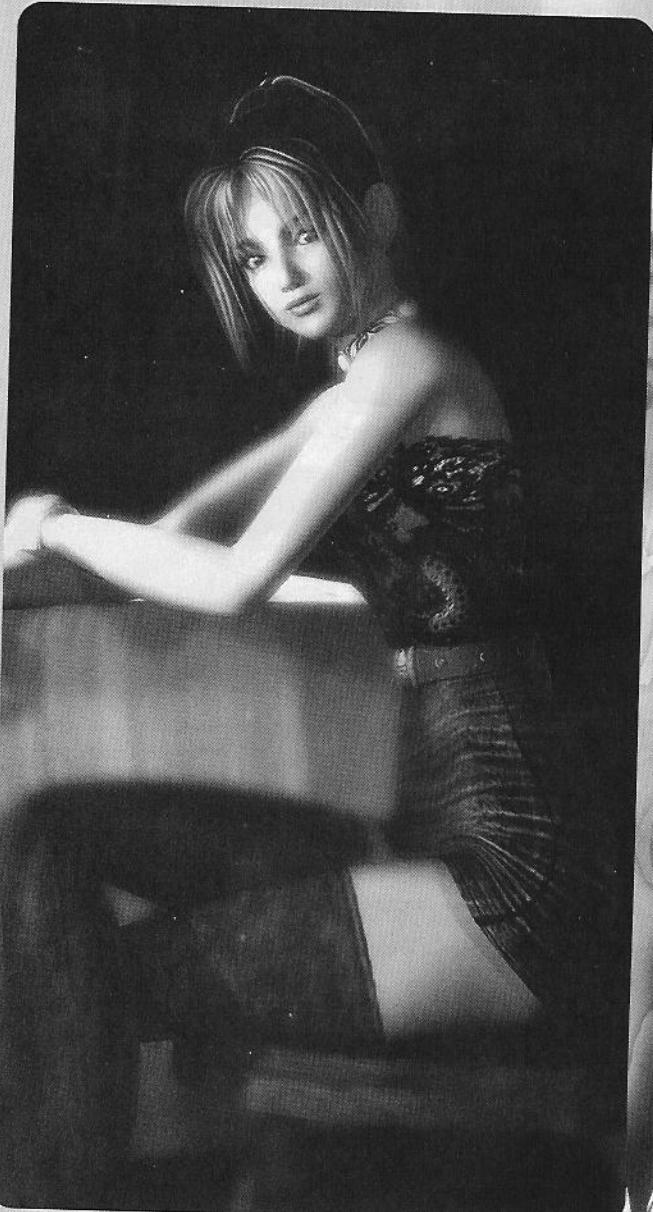
These small statues represent different Roman gods. Each one is attuned to a specific statistic. When used, the idol increases the user's statistic. For instance, an AGL idol increases the user's AGL score by several points. These are rare items, generally found only near the end of your journey.



Scrolls



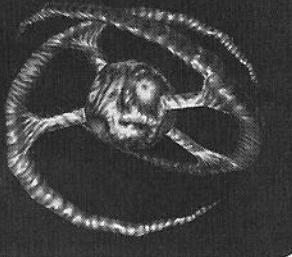
These ancient parchments contain the power of a specific element, either earth, air, fire, or water. When used in combat, a scroll casts an extremely powerful spell. The Fire scroll casts Flare, the Water scroll casts Geyser, the Air scroll casts Tornado, and the Earth scroll casts Megalith.



Normal Creatures

Armored

Armored creatures appear as humans dressed in suits of medieval armor, complete with sword and shield. They are fairly resistant to physical damage, but they can be killed off with spells. The attack of an armored creature paralyzes your characters, so keep your distance.



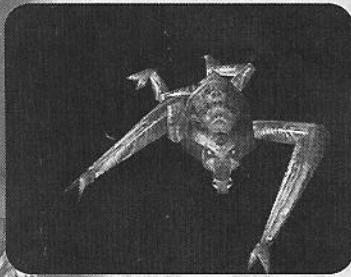
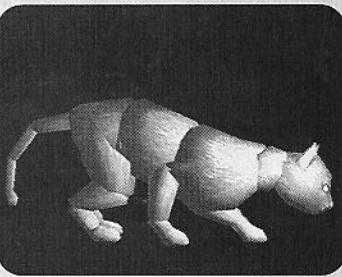
Bead

Beads look like strange floating balls with curved horned projections. They cast spells almost exclusively. Beads are fairly easy to kill, succumbing to most spells and to physical attacks.

They appear with a variety of other monsters.

Black Cat

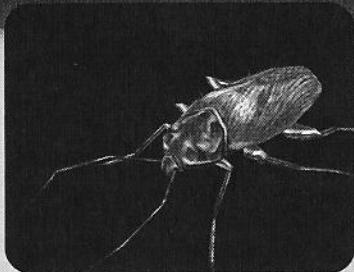
Black cats don't look too threatening, but if you aren't careful, they can surprise you. While they don't have enough hit points to be truly dangerous, they can cast powerful spells that strip away hit points. Black cats almost always appear alone, which makes them somewhat easier to kill. The best way to kill them is with weapons, because they can't stand up to too much physical damage.



Brute

Brutes look like nothing so much as evil, flightless bats crawling forward to kill their foes. You generally see these creatures about midway through your quest, and they don't have many hit points, allowing you to slaughter

them easily. They are also quite slow, which makes it even easier. Geyser effectively eliminates them.

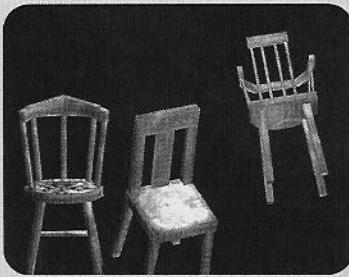
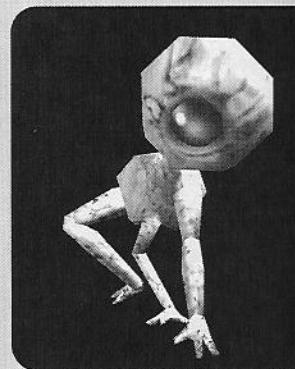


Bug

While you can come across bugs virtually anywhere in the monastery, you generally see them early on, usually in the company of sucks. Bugs are pretty simple foes, needing only a good spell or one or two attacks to smash them. Bugs can poison your characters, but they aren't strong enough to have much effect.

Chikon

Chikons look like a distorted cross between a human infant and a dog. They have huge heads on tiny bodies. These creatures attack exclusively with spells, and their frail bodies won't stand up to even the most feeble pounding. Hit them with spells or attack with weapons quickly and you won't have any problem. Dark weapons do not harm these monsters. They sometimes travel with viewers.

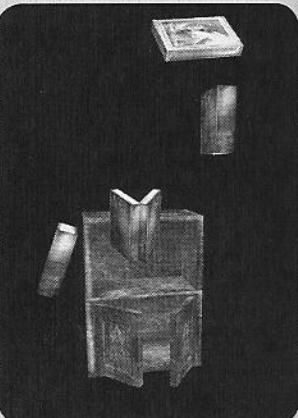


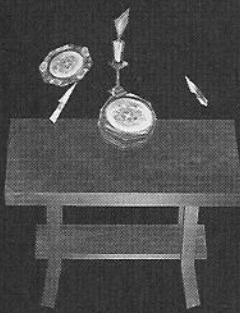
Evil Chair

Evil chairs usually appear with other evil furniture types. While each group actually consists of three chairs, the group is considered one monster. Evil chairs are very vulnerable to the Flare spell and are generally unaffected by Geyser. This makes them a little more difficult to fight when they are paired with evil tables.

Evil Shelf

Evil shelves are similar to the other pieces of evil furniture. They generally appear with evil chairs or evil tables. These are nasty, mainly because of their durability. The shelves are difficult to kill, and their attack has the ability to poison. They are vulnerable to all spells, however. To take them down, use the spell that affects the other creatures on the screen.



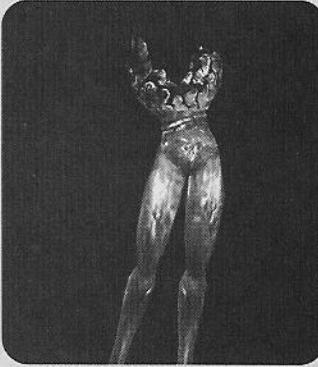


Evil Table

Evil tables often pair with other pieces of evil furniture. They attack viciously, often paralyzing their foes. Tables are generally immune to the Flare spell but are easily killed by Geyser.

Explode

Ghastly corpses that have been terribly mutilated but are somehow still walking, Explodes are a terrible sight. Their entire upper bodies—head, chest, and arms—have been torn away. These nasty creatures generally attack with spells but sometimes ram enemies, trying to spear them on points of projecting bone. Explodes are very vulnerable to spells.



Eye Ball

Eye balls look like huge, mutated slugs with two misshapen eyes, one huge and protruding, the other small. They are surprisingly quick for their slug-like forms, and they use their thick antennae to

whip their enemies. All spells damage eye balls, but their high hit point total usually means that several spells are necessary to kill them.

Face Bird

Hideous creatures that appear to be winged, flying human heads, face birds plague many of the early areas you explore. These creatures usually travel in packs of three and attack almost exclusively with spells. They have few hit points and can be dealt with using melee weapons fairly easily. Spells work on them too, but not as quickly as physical weapons.



Ghost

These strange floating creatures permeate the monastery. They cast very powerful spells, but they don't usually have a lot of hit points and die easily. They are usually only trouble when they travel in groups of three.

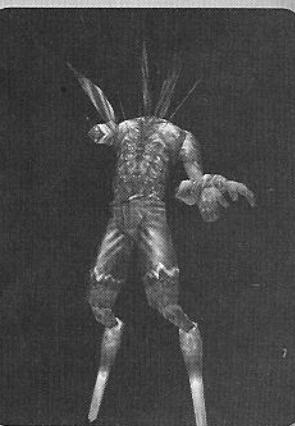


Giant

Giants tower over the battlefield. These powerful monsters have as many hit points as most of the bosses. You fight these creatures only near the end: usually in the sanctuary and as you are climbing up the spire. The only thing good about these monsters is that they are vulnerable to the Megalith spell. However, they are virtually immune to Tornado. Hit these creatures with spells or use Sacnoth against them. Kill them quickly to prevent them from attacking.

Headless

Ghastly headless humanoids, these creatures are particularly dangerous in the early going. Their twisted and shattered bodies are made more horrible by the huge spikes of jagged glass that jut from them. Headless usually attack physically, running forward and jamming the broken glass into their enemies. Hit them with spells. Flare and Megalith work very well.



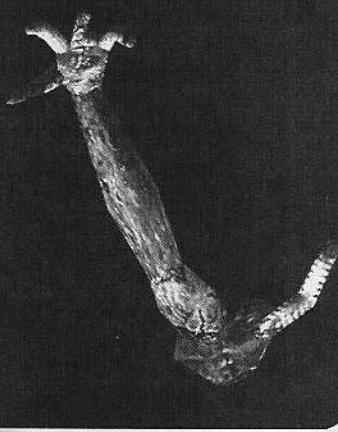
Inverse

Nasty humanoid creatures who hang by their feet from the ceiling, Inverse are truly to be feared. Unlike most creatures, they don't attack from melee range or with spells but shoot pistols. They target Koudelka primarily and often knock her out of combat. They are relatively vulnerable to most spells except Flare and usually take fatal damage from the Geyser spell.



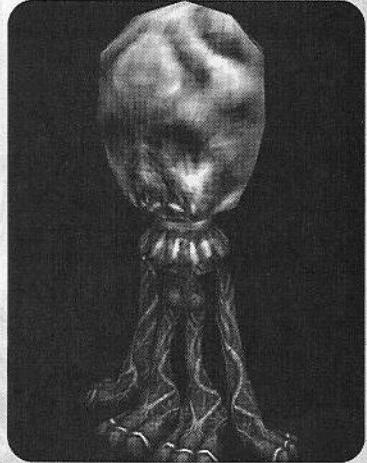
Joker

These hopping, puppet-like monsters shouldn't be much of a concern. They cast spells in combat, but many of the spells are to improve their own statistics rather than damage your group. A good, solid hit with a weapon often does them in, as does a single spell.



Left Hand

Here's something truly horrifying. A left hand is actually a disembodied arm that crawls forward to kill its foes. Fortunately, left hands aren't that tough to kill; they usually die from a single swing of a good weapon. Often traveling in groups of three, they are also seen with other creatures, like skeletons.



Mars

A mars is a solitary creature, almost never seen with another monster, even another mars. Mares appear like bizarre scarecrows of sorts, with rope for arms and legs and no real body to speak of. Cowardly in combat, they run to a corner and cast spells. Slay them with a weapon as soon as you can run up to them.

Minotauros

A minotauros has the body of a man, although limbs are missing, and the skeletal head of a bull. These are powerful creatures, able to attack with a lot of force. Fortunately, they are rare and can be stopped by powerful spells and physical weapons.

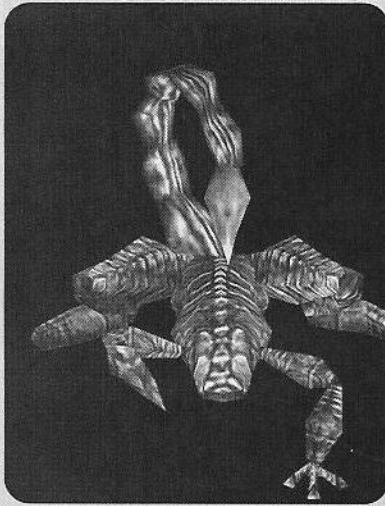


Nobleman

These ghostly beings wear the finest of clothing, or at least the transparent version of the finest clothing. Armed with rapiers, they can attack viciously, but they are just as likely to cast powerful spells. Noblemen are generally immune to the Geyser spell, but Flare badly damages and usually kills them. You often see them alone or in the company of headless.

Prick Tail

A prick tail looks like a large, evil scorpion with a single claw. These monsters roam throughout the monastery. They aren't too much trouble; usually a single spell or solid weapon attack does them in. They can poison with their attack, but usually this isn't much of a problem. Prick tails often appear with beads.



Puppet

Puppets have many of the features of both jokers and shams. Fully formed, they are featureless, effectively unfinished copies of the human form. Puppets are weak physically and should be attacked with weapons whenever you get the chance. While spells work on them, their low hit point total isn't usually worth the cost in magic points. Despite their wooden appearance, Flare is usually ineffective. Puppets often travel with shams and jokers.



Raven

Ravens don't look like much, and they aren't that difficult to defeat. These small birds are pesky rather than dangerous. They often fly in pairs, sometimes in the graveyard with zombies or zombie

women. All spells except Tornado works on ravens, and a good swing with a weapon usually does them in.

Shadow

Shadows may be the strangest looking creatures you face. They look like floating balls with long arms and a head that is usually cocked painfully to the side. Shadows can attack physically, and will if you approach them, but they prefer to work with spells. You see them early on, and their powerful spells are a problem until your characters gain some experience. They generally appear alone.



Sham

Shams appear like ghostly mannequins floating menacingly in the air. These featureless humanoids attack exclusively with spells, calling fire down from the sky to hit your characters. They don't have a lot of hit points, and they can be killed by any spell. Hit them hard and fast to eliminate the threat of their magic. Shams often travel in groups of three and are sometimes seen with jokers.

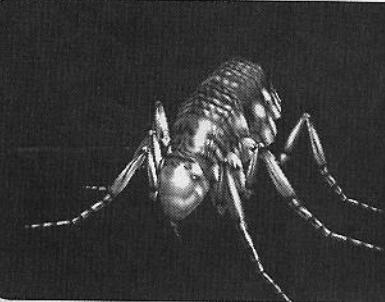
Skeleton

Human bodies stripped of all skin and muscle, skeletons are terrible creatures from the grave. They attack by ramming their bony skulls into their enemies. Skeletons aren't too difficult to kill, but they are one of the few creatures that are healed when attacked with dark weapons. Spells, especially Geyser, or a few physical attacks do them in. Both skeletons, A and B, are damaged by fire; B is resistant to water.



Suck

Sucks are very similar to bugs, and the two creatures often travel together. Sucks move faster than bugs and can move three squares on their turn, making them one of the fastest enemies you face. Fortunately, they are simple to kill, having relatively few hit points. They cast spells on occasion but usually attack physically.



Tamacoss

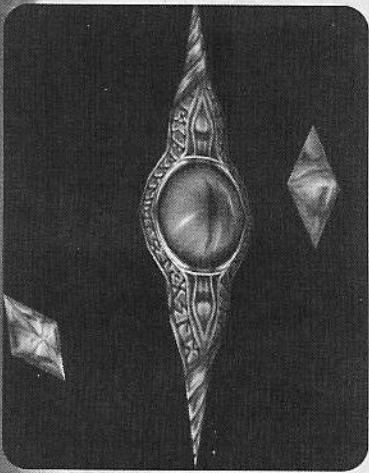
Here's a horrific beast! The tamacoss looks like the head and body of an infant mated with an insect. The body contains a number of disgusting limbs projecting from it at odd angles. Most tamacosses are immune to the Megalith spell but very vulnerable to Tornado. They usually travel alone and should not prove a serious problem.



Viewer

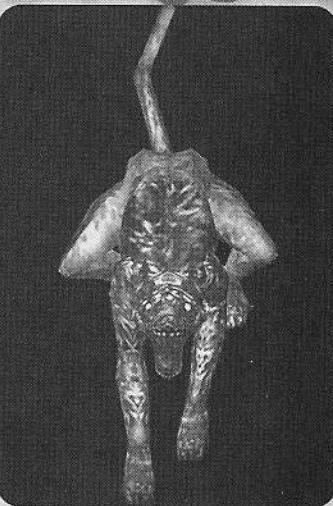
Viewers are virtually identical to the Finders you face as you attempt to move into the dungeon building, but viewers are easier to kill. They are large, diamond-shaped creatures with a huge central eye, which gives them their name. Viewers attack exclusively with spells, and their high total of hit points makes them hard to slay. Use physical

means when you can, attacking with spells when necessary. Viewers appear everywhere, with almost any other creature. They rarely appear alone.



Zombie

Zombies are brutally slow creatures that attack mainly physically. Their slow speed means your characters will almost always attack first and strike multiple times before the zombie gets a chance to do anything. Flare is especially powerful against their dry and brittle bodies. Light weapons damage zombies, and dark weapons heal them.



Zombie Dog

Unlike the other zombies, the zombie dog is pretty fast, often moving before your characters have a chance to do anything. Zombie dogs usually travel alone, which makes defeating them a little easier. They are surprisingly durable, but constant attacks and all spells will keep them back on their heels. Like zombies, zombie dogs are harmed by light weapons and healed by dark weapons.



Zombie Woman

Female zombies are identical to their male counterparts except for appearance. Like regular zombies, they are vulnerable to the Flare spell and light weapons, while dark weapons heal them. They are also quite slow, so your characters should get in several attacks before they can retaliate.



Boss Creatures

Werewolf

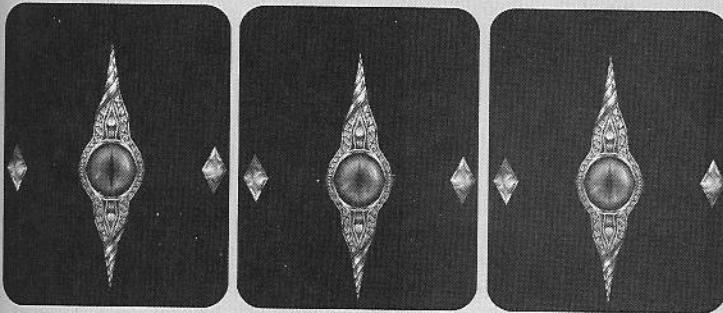
The first battle in Koudelka is a fight against the Werewolf. Edward throws Koudelka the pistol, and it should be used to kill this creature. The Werewolf isn't powerful, and usually goes down with three shots. Even if he wanders close enough to attack, his strikes do little damage.

Planter

When you reach Planter, you have only two members in your party, and the characters aren't very strong. Planter's spells can poison your characters. Nevertheless, you need to fight this creature to add James to your group. Planter has a lot of hit points relative to Edward and Koudelka, but not so many that you won't be able to kill it. Use the Flare spell as many times as you can while Edward attacks with either the hammer or the pipe from the previous room.

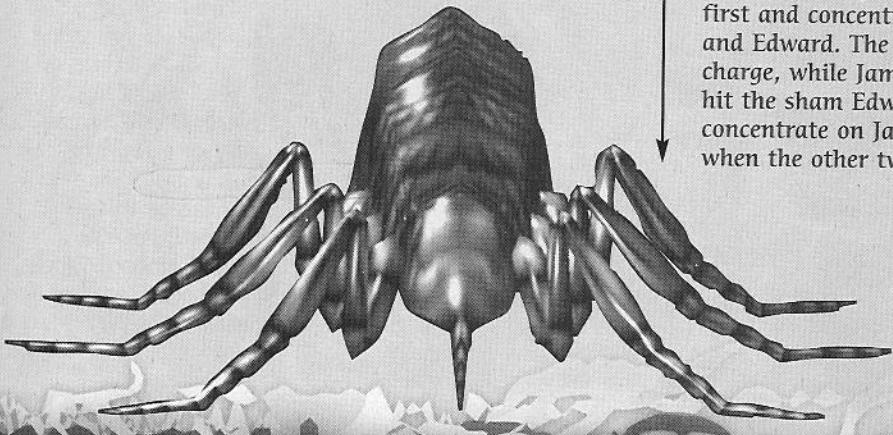


Finder Trio



The group of three Finders waits for you at the door between the long corridor from the caretakers' quarters and the dungeon area. This is usually a difficult battle, not because the Finders are particularly powerful, but because your own party is generally still weak when you fight them.

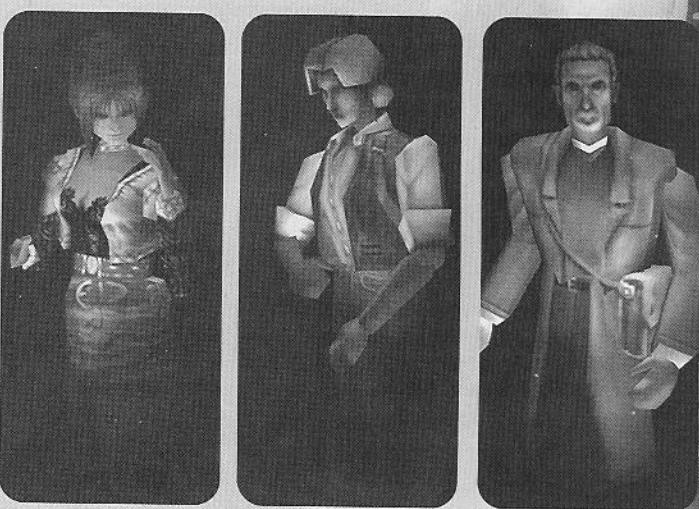
The best way to beat the Finders is to use magic against two of them and kill the third with physical weapons. The red Finder is vulnerable to the Geyser spell, while the blue Finder can be killed with Flare. Use physical weapons, especially earth-based ones, against the green Finder. If your spells aren't working, attack all of them with physical weapons.



Bridal Mummy

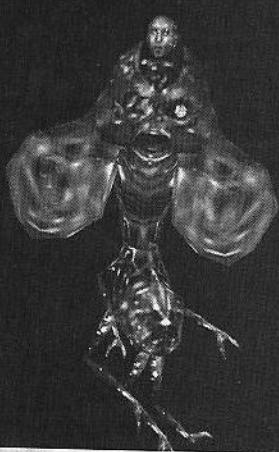
You face the Bridal Mummy soon after you reach the dungeon. You must destroy her to get the rope ladder, which allows access down to the first floor of the dungeon. The Bridal Mummy moves quickly for an undead creature, and she attacks your party both physically and with spells. Fortunately, she can be knocked back by spells, especially Flare. She is highly resistant to firearms.

Sham Trio



You face this trio of creatures in the priest's quarters on the dungeon's first floor. They are ghostly reflections of your own party, but they aren't necessarily identical to your group. The ghostly James, for instance, always casts spells even if you are developing James as a fighter.

Defeat this group by ignoring the sham Koudelka at first and concentrating your attacks on the sham James and Edward. The Edward and Koudelka shams will charge, while James stays back. Have your spellcasters hit the sham Edward until he dies while the fighters concentrate on James. Deal with the Koudelka sham when the other two are down.



Mad Fly

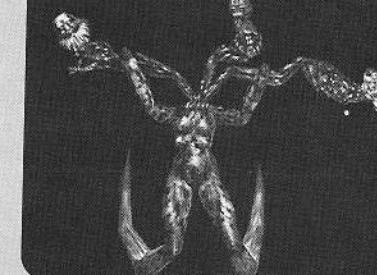
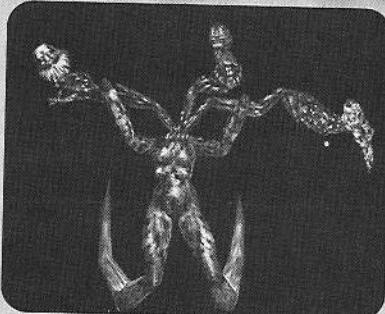
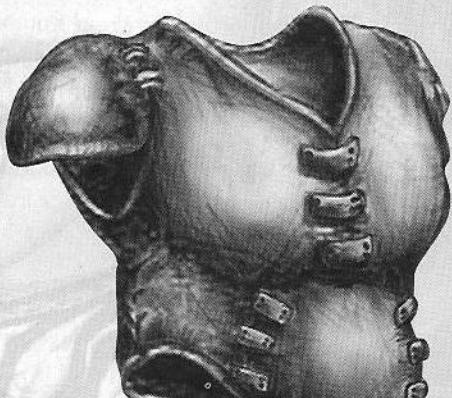
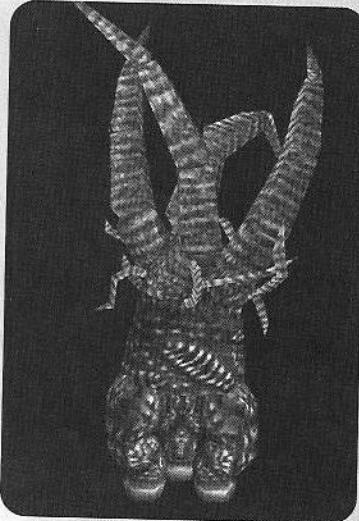
You discover the Mad Fly in the shrine area near the acid tank in the monastery's underground. He is a huge, mutated combination of human and larval insect. The Mad Fly usually attacks with powerful and damaging spells. He is most strongly affected by Megalith as well as earth-based weaponry.

Avoid using Tornado against him. Stick with Megalith, healing when you have to, and strike him down with anything earth-related in your arsenal.

Dark Young

You battle the Dark Young at the Holy Water Font after you leave the underground the first time. This monster is a frightening creature with gigantic tentacles and a huge barrel-shaped body. The Dark Young is also surprisingly fast. It almost always charges and attacks before any of your characters can move.

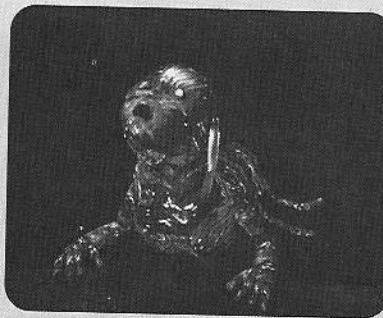
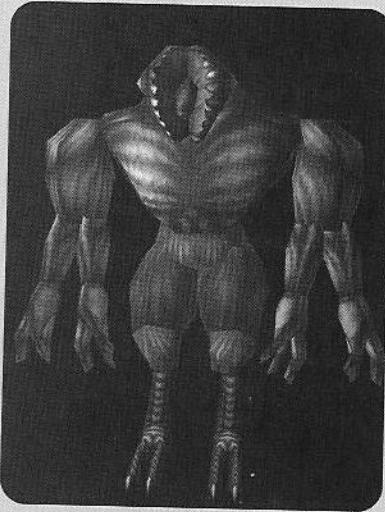
The best way to defeat it is to rely heavily on the Tornado spell, using Edward to fend off physical attacks. Having Koudelka cast Tornado while James constantly heals damage on Edward is the only way to keep Edward in the battle long enough to protect the others.



three heads on long, snake-like necks. The Chimera is a lot more frightening to look at than it is to actually fight. While it is immune to the Flare spell, the Chimera is incredibly vulnerable to Geyser, and having two characters cast it constantly while the third attacks with a water-based weapon makes this encounter short and sweet.

Gug

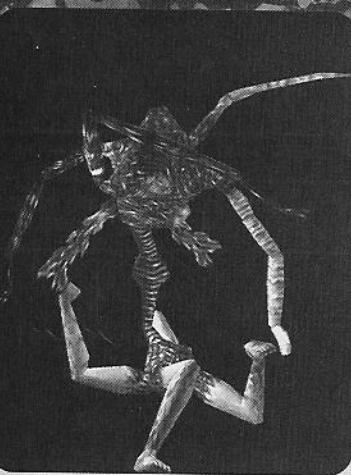
Gug looks like a humanoid insect, or perhaps an insectoid human. With six limbs and gigantic, multifaceted eyes, Gug is a real terror. He is physically strong but chooses to attack with spells in most cases. What is worse, you encounter Gug in the subterranean hallway while Koudelka is separated from James and Edward. She has to fight him alone. Fortunately, Gug is very vulnerable to the Tornado spell, and if you have been careful and have improved her spell regularly, Koudelka shouldn't need to cast it more than four or five times to kill him off.



Charlotte

Of all the bosses, only Charlotte and the Gargoyle can be avoided in terms of battle. If you get Sophia's letters and pray over Charlotte's grave, you do not have to fight her. She

appears in her cell in the dungeon building. She is a terrible creature that attacks constantly with spells. You can defeat her with the Geyser spell; however, because of her high hit point total and powerful spells, it is worth it to use a Water spell on her if you have one.



Scapegoat

This creature has features from many different animals, including human legs sticking out at odd angles. While the Scapegoat has a lot of hit points, it is easy to defeat if you cast the Flare spell regularly. The Scapegoat usually attacks with spells, targeting the person closest to itself, which will likely be Edward. You

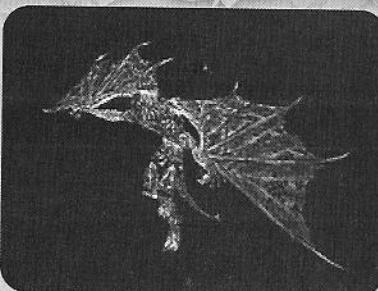
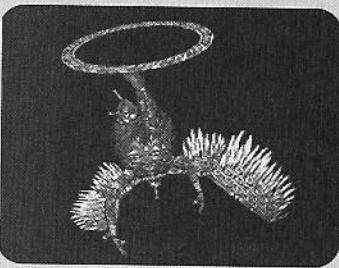
may want to have either James or Koudelka keep healing Edward while the other attacks with Flare.

Apostle

Fighting the Apostle is one of the most frustrating battles you face. Any physical damage you attempt to cause him does nothing but make him more powerful. The Apostle is in the vestry's chapel, and you fight him just before you make the nitroglycerin and enter the sanctuary. The Apostle dangles from the ceiling by one leg, casting spells.

Protect yourself against this monster by casting the Reflect spell on everyone, particularly those who attack with weapons. Pay attention to details when fighting this monster. He periodically starts shaking, wriggling back and forth. When he does this, any offensive spells cast at him not only don't cause damage but heal him up. Also, while "dancing" the Apostle is immune to weapon damage.

You must hit him between his dancing periods. Use whatever high-level spells you have to make the most of your chances between his invulnerable periods.



Gargoyle

The Gargoyle is the toughest customer in all of the Nemeton Abbey. Nothing, not even Elaine, is physically stronger than the Gargoyle. Its attacks

do incredible amounts of damage, while its spells are effective against everyone.

Fighting the Gargoyle is extremely difficult. You need to use a lot of Heal spells to keep your characters from being knocked unconscious, and Reflect spells are also useful to prevent the Gargoyle's spells from hurting the group. Fortunately, all spells work well against this beast, and hitting it with spells constantly while Edward attacks with Lifedrinker is the most effective way to kill it. Be warned, however—the Gargoyle means business!

Tentacles

You face two groups of Tentacles on your way up the sanctuary spire to confront Elaine. The first group holds three Tentacles, the second has two.

Tentacles, as you expect from a boss late in the game, have a lot of hit points and cast very powerful spells. Fortunately, they are easily damaged with the Flare spell, and by the time you reach the Tentacles, your spell levels should be high enough that you can burn them quickly.





Elaine

You fight the larval form of Elaine two times, both as you climb the spire to the top of the sanctuary. Elaine appears the same in both battles, but she is a very different enemy.

In the first battle, Elaine is immune to virtually all physical weapon damage and can't be hurt by the

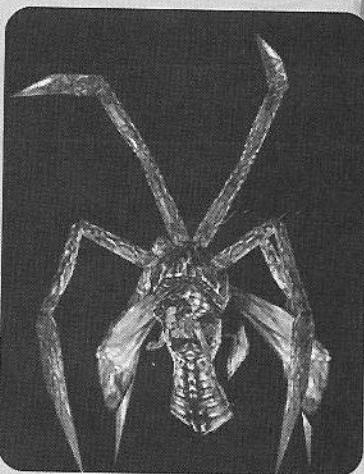
Geyser or Megalith spell. She takes a lot of damage from Flare and Tornado, however.

The second battle is actually easier. This time, Elaine is immune to Flare and Tornado but takes damage from Geyser and Megalith. She is also wounded by physical weapons. If you have Sacnoth, a few good strikes and a couple of spells will kill her.

Perfect Elaine

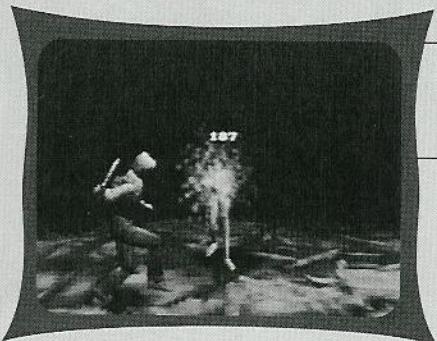
The final incarnation of Elaine is extremely powerful, coming close to the Gargoyle in terms of physical strength and exceeding that creature in magical power. Elaine is vicious and deadly, and she will not let up for anything.

The only good thing about her in this form is that she is affected by all spells and nearly all weapons—and is very vulnerable to Sacnoth. Attack with the most powerful and highest level spells you have, taking time to protect everyone with the Reflect spell first. Have Edward wield Sacnoth against her, and she will go down quickly and relatively painlessly.

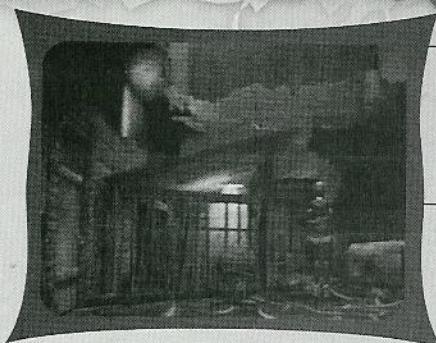


How Combat Works

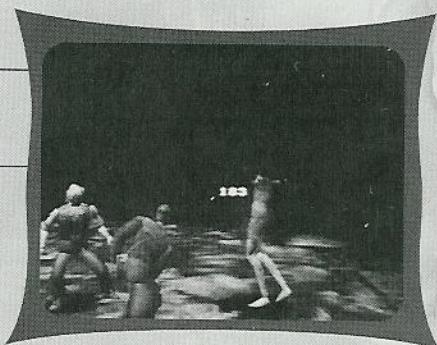
One of the first things you do in *Koudelka* is fight a powerful monster. You regularly engage in combat. In addition to the large and powerful boss creatures that challenge you at critical points, lesser creatures attack you randomly. These battles are important for several reasons. First, your characters obtain experience through combat, which makes them more and more powerful. Second, they gain the ability to use their weapons and spells at a higher level. Third, they acquire many useful weapons and items once carried by their slain foes.



Action in *Koudelka* revolves around combat.



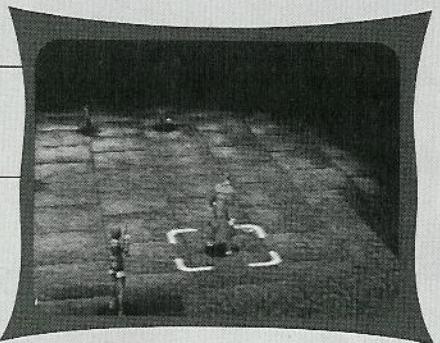
While this room is packed with furniture and other items...



...combats here are free from clutter.

The Grid

Combat doesn't take place on the regular game screen. Whenever you enter combat, your characters and the enemy creatures appear on a large battlefield. This field is five squares wide by six squares deep.



The combat grid allows freedom of movement.

This grid is important for several reasons. First, with one exception (the thief with the pistol), it means that you don't have to worry about obstacles in your way. No matter how crowded the room is that you were in, the combat grid is clear of any obstacles like furniture.

The grid controls how your characters and enemies move, and location on the grid determines if a character can attack an enemy. Details are covered below.

Taking Turns

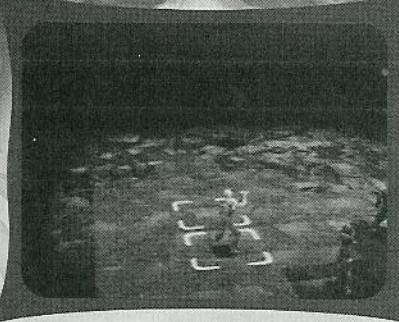
In combat every character and monster takes turns performing actions. The order depends on AGL scores. The higher a character's or creature's AGL, the faster he, she, or it is able to move, cast a spell, or attack.



On each turn, a character can choose between several actions.

A high AGL score means that a character or creature may be able to take two actions (cast two spells, move twice, attack twice) before an enemy gets another turn. This is why the AGL statistic is so important.

KOUDELKA



Edward gets a chance to take several actions before the enemy can retaliate.

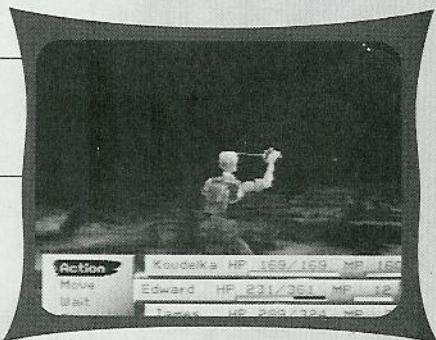


Each time a character has a turn, he or she can attack if an enemy is in range: cast a spell, use an item, change weapons, move, or wait.

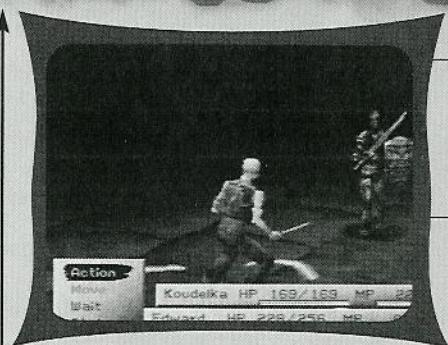
Movement Rules

Choosing to move a character is a little different from deciding to cast a spell or attack. On any turn, a character can move and then perform a second action or vice versa. So, Edward can move and then attack an enemy, or Koudelka can cast a spell at a monster or use an item and then move away. Each character can move up to three spaces per turn.

A character can always move and act on each turn.

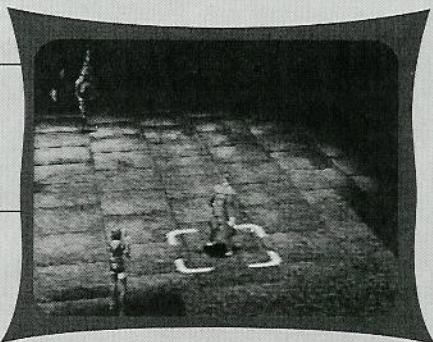


There are a few important rules to movement. First is that movement takes time. A character who moves a few squares has to wait longer for the next turn before he or she can attack.

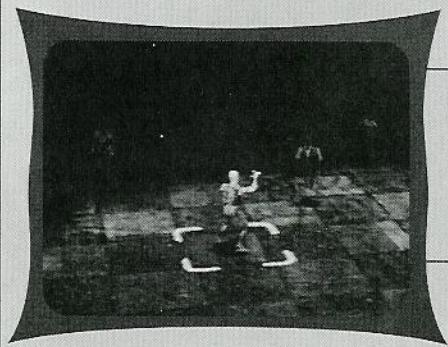


The second thing is that you can't pass through a square containing a character or enemy. You have to walk around another character. This is true even for characters who are unconscious.

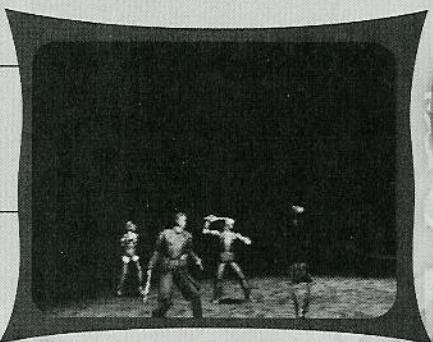
No matter how he tries, James can't walk through the space Koudelka is in.



The third important thing is the most critical. You cannot walk into a square in the same row that an enemy is in. You can walk up to it and retreat from it, but you can't walk into the same row. This naturally means that you also can't walk past it. This is also true for the monsters. They can't walk into a row that one of your characters is standing in.

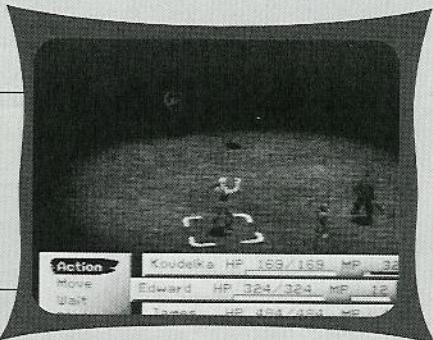


The monster here can't get around Edward to attack Koudelka.

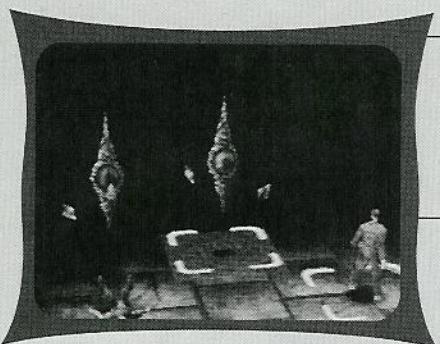


This is important, because it means that you can prevent your physically weaker characters (like Koudelka) from having to face physical combat. If Edward or James is standing in the row in front of Koudelka, an enemy creature can't reach her to attack physically.

Using your stronger characters as a buffer prevents the weaker characters from facing physical damage.



The exception is an unconscious character. Enemy creatures can (and usually will) walk past an unconscious character. When this happens, that character is effectively out of commission until you can drive the monster back. Because that unconscious character is on the other side of the creature, your other characters cannot affect him or her with spells or items.



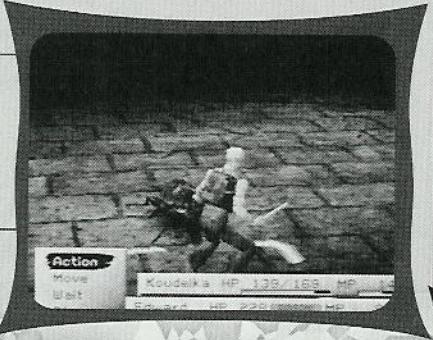
Because Edward is unconscious, the monster can walk past him to get to the others.

Abnormal Status

Enemy spells and attacks can leave your characters vulnerable in three ways. Many attacks can poison, paralyze, or silence your characters.

Poison works as a sort of low-level constant attack. Every turn, a poisoned character loses a few hit points. Usually, this isn't very serious, but a badly wounded character can quickly drop to a single hit point thanks to poison. Poison can be cured by administering either antidote or Panacea to the afflicted character.

Poison works slowly, but for a character with few hit points, it is potentially serious.

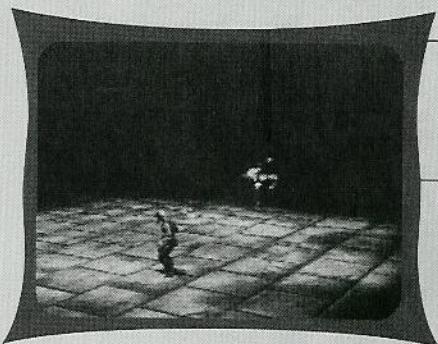


Paralyzed characters are unable to move or act. This leaves them open to additional enemy attacks until the paralysis is cured or wears off. (Panacea also cures paralysis.)

Paralyzed characters can't move, cast spells, or attack. However, until they are unconscious, they still prevent creatures from walking past them.



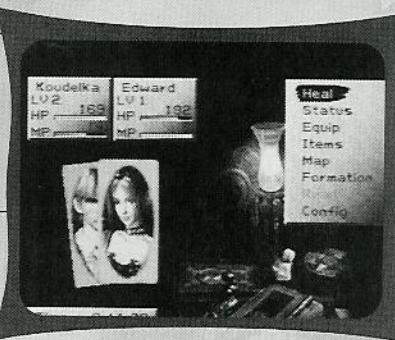
A silenced character is able to move and fight but is unable to cast any spells. Not a serious condition for a fighter, this is a significant problem for a spell-caster, who won't be able to contribute much to a battle without being able to cast spells. As with paralysis and poison, Panacea cures silence.



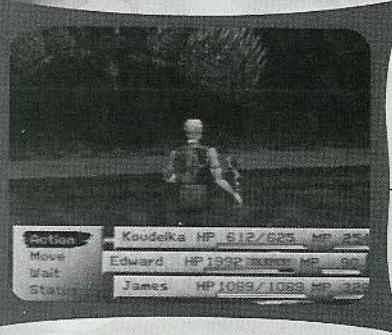
Panacea cures all of the abnormal status effects caused in combat.

These three conditions last only for the duration of the combat. Characters are automatically cured of poison, paralysis, and silence at battle's end.

Now that the battle is over, everyone is cured of all poisons, paralysis, and silence.



Many times, you won't need to worry about curing a character. A character with a lot of hit points won't be affected too much by poison. A paralyzed character can be left paralyzed if there is only one enemy left who will be killed off by the next spell or attack. And characters who rely on fighting don't need to worry about being silenced. Other situations are described below in the section on using items during combat.

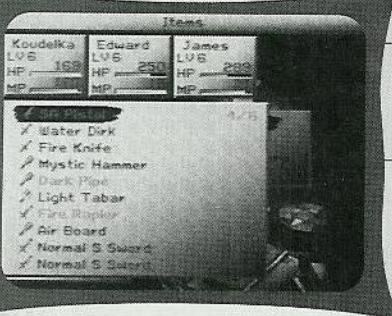


Edward is silenced?
So what? He wasn't
going to cast a spell
for you anyway!

Physical Combat

What Prefixes Mean

Many of the weapons you find have prefixes attached to them. So instead of finding simply a tabar, you may find a "light" tabar or a "vital" tabar. Each prefix is important, because each has a different effect on what a weapon does in combat.

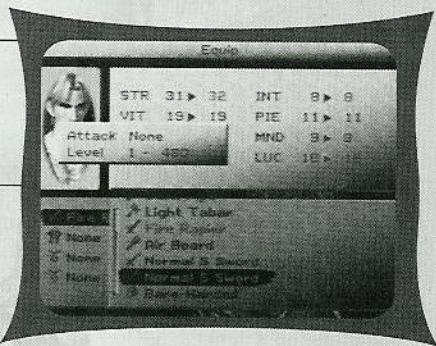


You will see a lot
of different prefixes
on your weapons.

Normal

Normal weapons are exactly what they sound like—normal. They don't do any additional damage or have any special function.

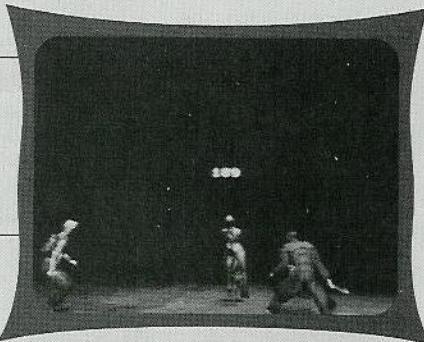
Normal weapons
do the regular
amount of damage
when they strike.



Light

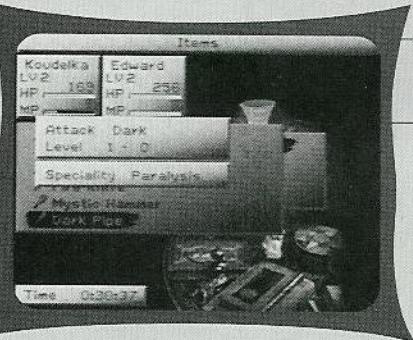
Light weapons, for the most part, are of little use except in helping your characters gain experience with a particular type of weapon. Most creatures, except for the different types of zombies and skeletons, are actually healed by being hit by a light weapon. Generally speaking, you should discard these when you find them, unless you want to help a character gain weapon experience.

When damage num-
bers come up green,
you are healing the
creature instead of
harming it.



Dark

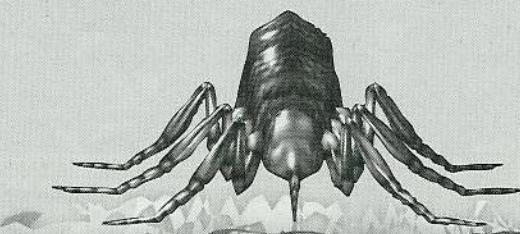
Dark weapons are the opposite of light weapons. These generally do damage to most of the monsters but heal those injured by light weapons. In essence, these weapons do a little bit more damage than a normal weapon.



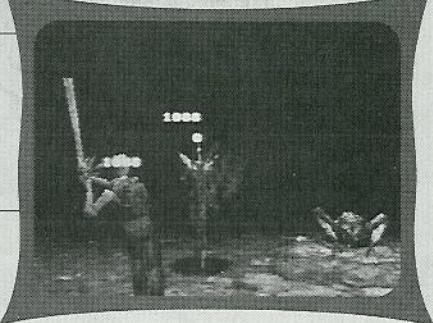
Dark weapons do
extra damage.

Vital

Vital weapons are incredibly useful for any character who spends a lot of time in physical combat. Any damage done with a vital weapon is drawn off and used to heal the character holding the weapon—up to his or her maximum hit points. So, each time Edward swings a vital weapon and damages an enemy, he not only harms the enemy, he heals himself.

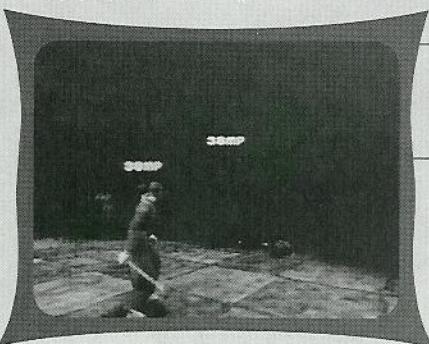


Vital weapons take hit points off enemies and restore them to your characters.



Mystic

Uniquely, mystic weapons don't cause any physical damage. They act like vital weapons, but instead of draining hit points, they drain magic points. These very useful weapons for spellcasters (Koudelka and possibly James) allow these characters to replenish magic points without using up items. However, aside from helping to prevent magic attacks by stealing away enemy magic points, a mystic weapon does not cause any physical damage.

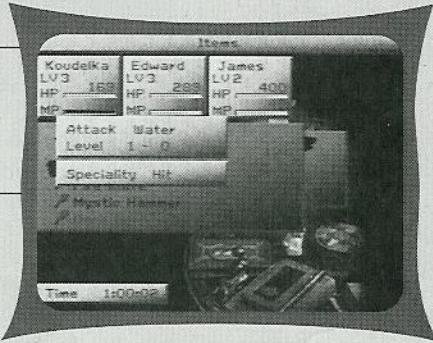


Mystic weapons can replenish lost magic points.

Elemental Attacks

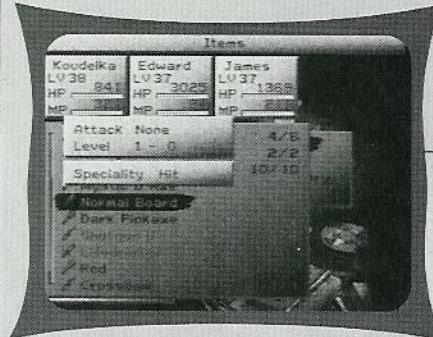
Many weapons are labeled with one of the four elements: earth, air, fire, and water. These elemental weapons act just like normal weapons, but they cause additional damage to creatures vulnerable to that particular element. So, a fire axe causes tremendous damage to any creature vulnerable to fire. The downside is that these weapons are useless against creatures resistant to that specific element. That same fire axe causes little or no damage to a creature resistant to fire attacks.

Elemental weapons can cause more damage, or they can be useless.



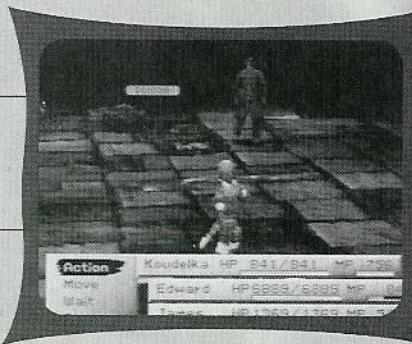
Specialty Attacks

Many weapons have some additional special attack built in to them. Even otherwise normal weapons can have a special attack that causes additional damage or problems for an enemy creature.



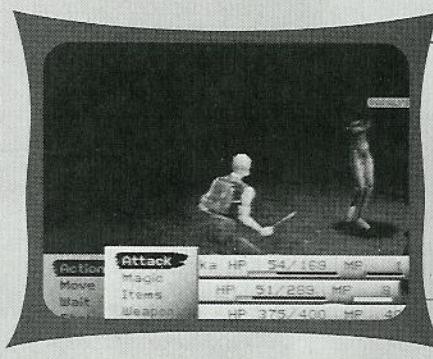
Even normal weapons can have a special attack.

Weapons that cause poison damage are fairly self-explanatory. Any enemy hit by one of these weapons may become poisoned and lose hit points at a constant rate.



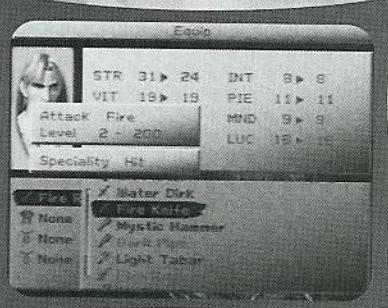
Poisoned enemies lose hit points every turn.

Paralysis weapons are even more impressive. A paralyzed enemy is unable to take action until the paralysis wears off. This is extremely useful, because it allows your characters to make free attacks.



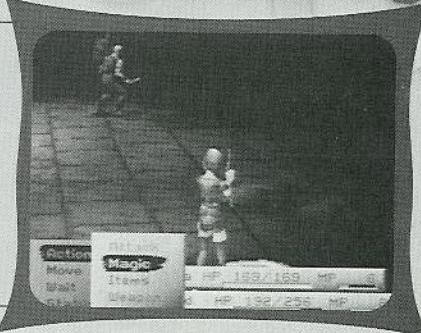
Paralysis weapons are useful early on. Eventually, Edward will be strong enough that almost everything he attacks dies with one hit.

A weapon with a hit specialty virtually guarantees that the attack strikes the intended target. You may do no damage, but only in rare instances will you miss.



The hit specialty means that almost all attacks strike home.

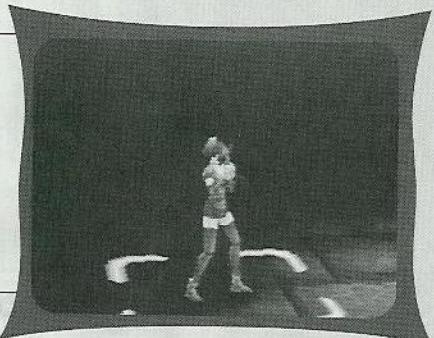
No matter how she tries, Koudelka can't get a bead on this monster with Edward in the way. If she moves a square over, she'll be able to line up a shot.



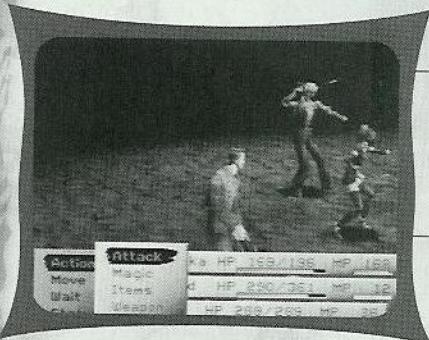
Using Firearms

Pistols, shotguns, rifles, the bowgun, and the crossbow are all unique weapons that your characters can wield against virtually any enemy from almost anywhere on the combat screen. This can save a lot of time, because anyone armed with a firearm can attack immediately without having to get close to the enemy.

Firearms are good weapons for spellcasters because they offer protection without forcing the characters into melee range.



There are two important aspects about firearms. The first is ammunition. No firearm works without it, and just having the ammunition isn't enough. It needs to be loaded into the weapon. Every firearm has a maximum number of rounds it can hold, generally from 1 to 12. When the weapon runs out of ammunition, you have to reload it to continue using it.



James has run out of ammunition. He has to reload the gun before he can attack.

Using Melee Weapons

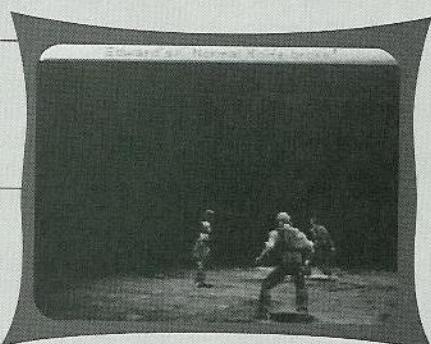
There's no real trick to using melee weapons other than that for all of them except spears and spear-like weapons, you need to be in a square adjacent to an enemy to attack. For the purposes of melee combat, an adjacent square is anything that touches the square the enemy is in, even diagonally.



Edward is considered adjacent to this monster and can attack from here.

One thing you have to deal with frequently is weapons breakage. No weapon (not even the special powerful weapons) is indestructible except for bare hands. Regular weapons break after 15-30 attacks. Special weapons withstand 100-250 attacks. Firearms do not break, but must have ammunition.

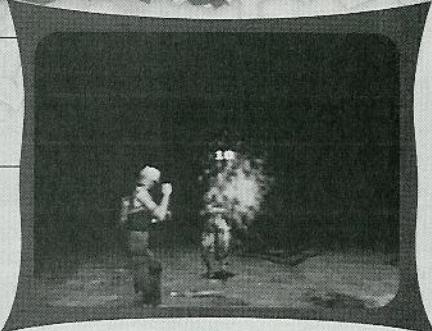
Regular weapons break all the time; they last 15-30 attacks.



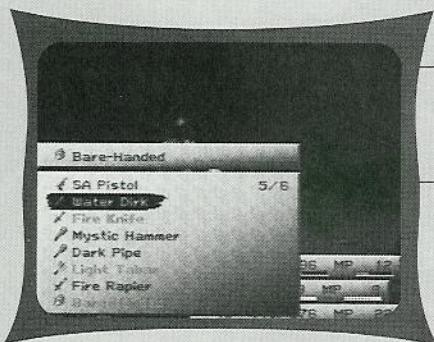
If a character's weapon breaks, you have two options. The first is to simply fight bare-handed for the rest of the combat and equip a weapon afterward. This is a good choice early on, especially when the creatures themselves are relatively weak and even hits with bare hands are likely to do a good amount of damage.

The other important thing: Your characters must have a line of fire against an enemy. If another character or monster is standing in the shot's path, the character can't attack the intended target. Usually, moving a single square alleviates this problem.

Edward can continue the attack with his bare hands.



Your other choice is to equip another weapon the next time that character has a turn. This is the best choice, as long as you are careful to equip a weapon that will damage the enemy the party is fighting. You can select a better or more appropriate weapon after the combat. Until then, choose something good enough for a few strikes. Equipping a new weapon is a very quick action and won't slow the character down much.

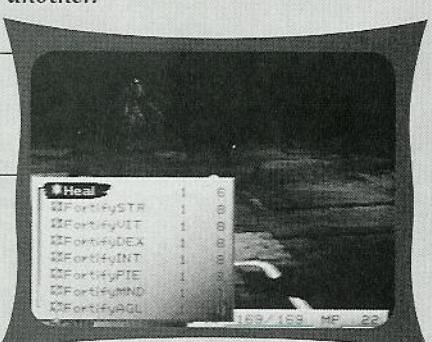


He can also choose a new weapon to attack his foe.

Magical Combat

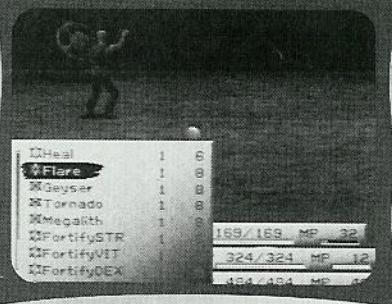
Naturally, you can cast magical spells as well. With the exception of the very first battle Koudelka fights in (where she has no offensive spells to use), you can cast spells of one type or another.

In this first battle, Koudelka has no offensive spells.

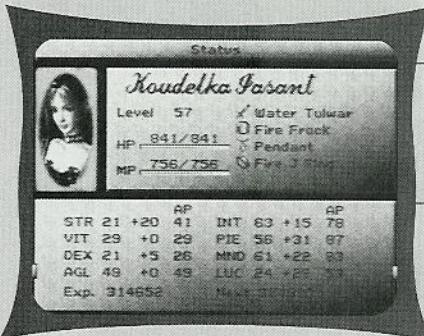


Spells are much like firearms in usage, with a couple of important differences. The first is that you do not need a direct line of sight to the target. You can have your characters cast spells over the heads of their comrades with no problem.

Despite Edward being in the way, Koudelka can hit the monster with a spell.

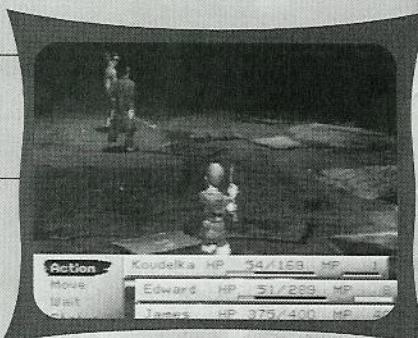


Like firearms, spells need ammunition to function as well, but you don't generally need to "reload" during battle. Magic points provide the ammunition for spells. After your spellcasting characters gain a few levels, they should rarely run out of magic points.



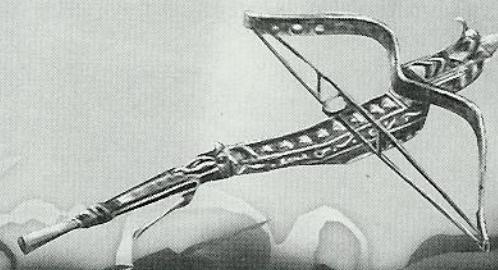
This supply of magic points is good enough for many spells.

Spells are a critical part of your arsenal in combat. Your characters don't need to move to cast spells accurately and effectively. This allows them to cast spells without having to take the time to move into position to do so.

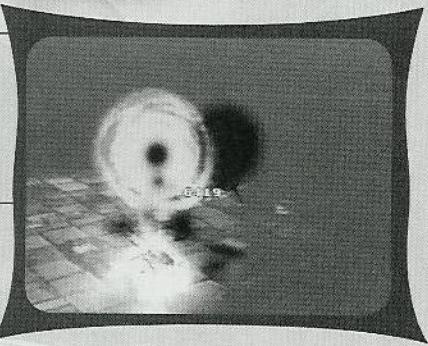


In most combats, Koudelka doesn't have to move.

Also, spells are extremely powerful. High-level spells from a powerful spellcaster often do several times the amount of damage a good fighter with a good weapon can do. And, because high-level spells have the potential to hit multiple enemies, they help keep your combats short and successful.



Nothing ends a combat quicker than hitting everything at once.

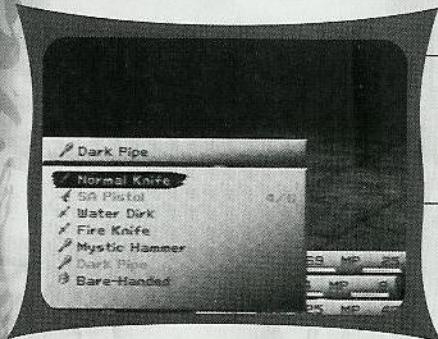


Spells also don't break, leaving your heroes in desperate need of another weapon. As long as you have the magic points to cast one and are not afflicted with silence, you can always hurl a spell.

Using Items and Changing Weapons

Often, it's necessary to have a character do something other than attack or cast a spell. You sometimes have to change weapons or use an item.

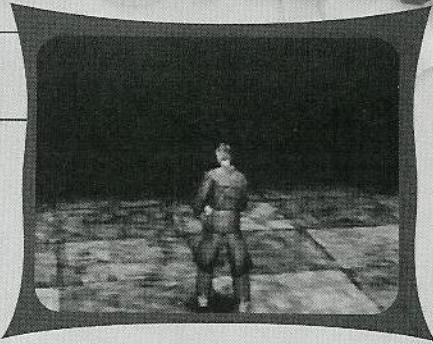
The only time you should change weapons is when the weapon breaks or is completely ineffective against a creature. Edward does you no good if the weapon he is holding doesn't work against the creature he is battling. Changing weapons is a very quick action, and the character in question usually gets another action very soon.



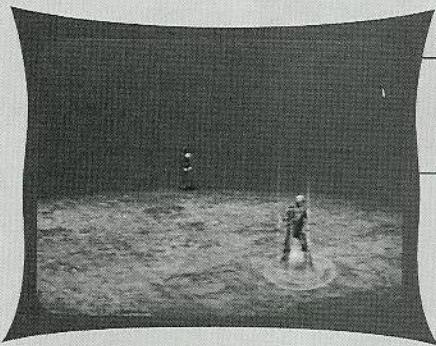
Fortunately, switching to a new weapon is quick and simple.

Using items, like changing weapons, is usually pretty quick. It's also something you have to do relatively frequently. Characters can use items on themselves as well as each other.

James prepares to use an item.



For instance, if you are fighting a powerful boss creature and only Edward is having much success against it, you can have either Koudelka or James (or both) restore Edward's lost hit points by having them use an item like a potion with Edward as the target. This way, Edward doesn't have to waste an action to heal himself, and the characters who are unsuccessful against the monster are still doing something productive. Unconscious characters can be easily revived with whiskey or Roman nuts in the same way.

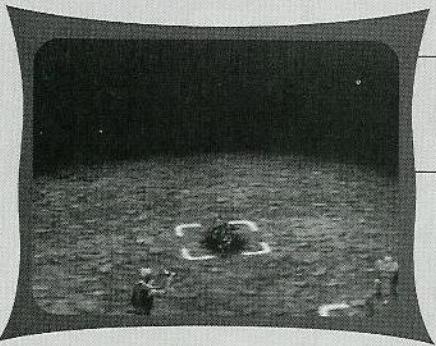


Reviving a character with an item is simple.

All items can be used on other characters. Paralyzed characters can be restored by having another character use Panacea on them.

Combat Strategy

Most of your battles are pretty easy to survive. Casting a few spells and hacking away usually gets the job done.

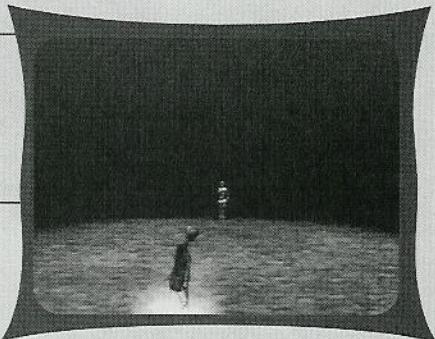


You don't need to worry about a lot of combats.

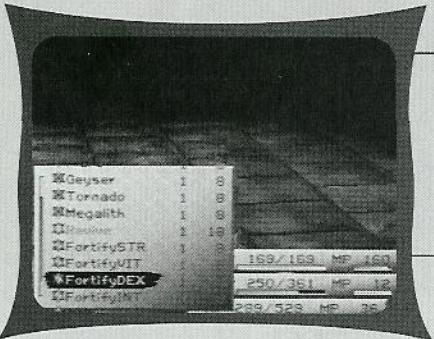
Still, there are times when you need to go about things a little more intelligently. Even in the simplest combats, there are things you can do to help your characters improve, and these opportunities shouldn't be missed. Here are a few tricks to make your combats easier and more productive.

Remember that while characters gain experience points and levels equally, they improve in their spell and weapon use only when they actually use those spells and weapons. Give everyone equal chances to increase weapons and/or spell skills. No one character should handle the bulk of combat.

If Koudelka kills everything with her spells, how will Edward and James improve?



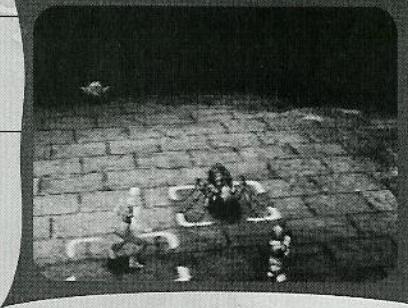
Never use the "wait" command. Your characters should do something every turn. If Edward is trying to gain levels in weapons use and carrying out most of the combat, have James and Koudelka cast the Reflect spell, the Heal spell, or spells that increase attributes. If you wish Koudelka to gain a level in a spell, have Edward and James attack with light weapons so that they don't damage the enemies, allowing Koudelka to use her spells more frequently. Every time they can, your characters should do something.



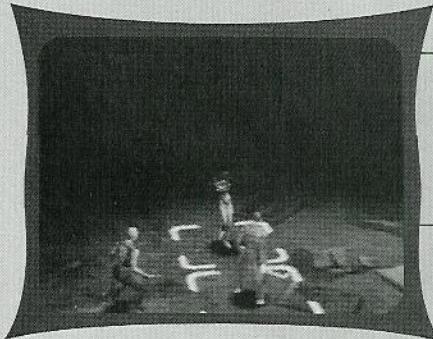
While Edward is working on his weapons skills, James casts an attribute spell so that he isn't idle.

Edward should always be out in front. Use the Formation command in the menu to move him so that he starts combat in a row ahead of Koudelka and possibly James. This way, she will be protected from physical attacks. If you are building James into a fighter as well, he should also be on the front line ahead of Koudelka to give her additional protection.

A physical buffer keeps your spell-casters safe.



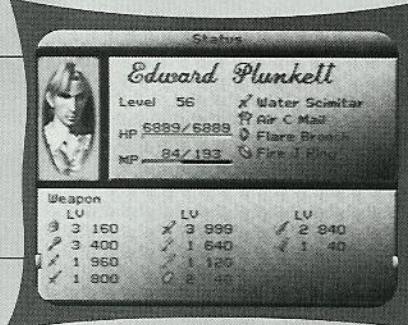
Along these same lines, having two characters in the front row gives you some protection. It prevents the monsters from moving past an unconscious character and gives you the chance to bring them back to consciousness. If James is knocked out and Edward is standing next to him, your spells and items can still get to James. If, however, Edward is standing behind James and the enemy creature moves next to the unconscious James, you won't be able to wake James until the monster is pushed back or the combat is over.



Edward and James protect Koudelka and each other by staying in the same row.

Have Edward work with a variety of weapons throughout the game. If he specializes strictly in swords or clubs, you will be in a difficult situation when his last club or sword breaks. Have him work with three, four, or even more categories of weapons so that he always has a good weapon to choose in combat.

Edward has a lot of weapon proficiencies. He'll be able to use virtually anything you find.



In the same way, have your spellcasters work on all of their offensive spells. If Koudelka is really good at the Flare spell but not as powerful in the others, it makes battles against fire-resistant creatures much more difficult. Use all spells in combat so that your spellcasters have a potential weapon against anything they face.

Koudelka has learned all of her offensive spells well and can attack any creature powerfully.

Status			
Koudelka Farant			
Level	57		
HP	841/841		
MP	736/736		
Water Tulwar			
Fire Frock			
Pendant			
Fire Ring			
Magic			
Flare	LV 3 680	Heal	LV 1 750
Geyser	2 560	Revive	1 360
Tornado	3 320	Protect	2 560
Megalith	2 560		

Don't hoard the items in your inventory. Use them when you have to. Having to restart because you didn't want to use a high potion when it could have saved you is a waste of time. The items are there for a reason—to help you. Use them when you have to.

Items	
Koudelka	LV 57
HP 841	HP 841
MP 536	MP 536
Edward	LV 56
HP 689	HP 689
James	LV 55
HP 125	HP 125
Panacea	47
Pistol Rounds	32
Listel	24
Whiskey	33
High Potion	7
Antidote	11
Rifle Rounds	1
Shotgun Shells	1
High Listel	1
Daniel's Arm	1

If you have a lot of one item, use it!

At the same time, don't use your items foolishly. Some of them are rare and need to be saved for the right situation. As Koudelka rises in power, she will have several hundred magic points. Using a few of them in battle doesn't require that you replenish them. She will almost certainly gain a new level and have all of her magic points replenished before she runs out. And using a bottle of Listel foolishly means that you won't have it later when you really need it.

Don't waste your items. Not every wound needs to be healed or every magic point replaced.

Status			
Koudelka Farant			
Level	57		
HP	841/841		
MP	536/736		
Water Tulwar			
Fire Frock			
Pendant			
Fire Ring			
Stats			
STR	21 +20 41	AP	63 +15 78
VIT	29 +0 20	INT	56 +31 87
DEX	21 +5 26	MND	61 +22 83
AGL	49 +0 45	LUK	24 +28 51
Exp.	318592		

Don't be afraid to escape from combat. If a fight is turning out poorly, you always have the option of attempting to flee (by pressing **•**, then choosing "Escape" on the menu). However, do this after you take an action. You never know if an attack might kill the last enemy or paralyze it, allowing you to kill it easily. Attempt to escape only after taking a last shot at winning the battle.

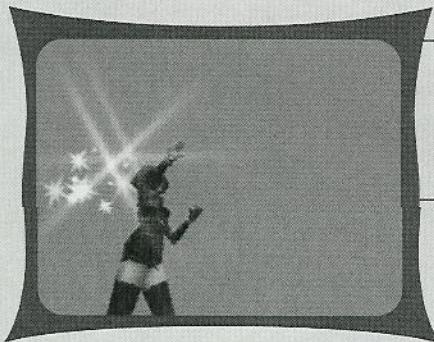
Sometimes, escaping from combat is necessary.



Spells

Offensive Spells

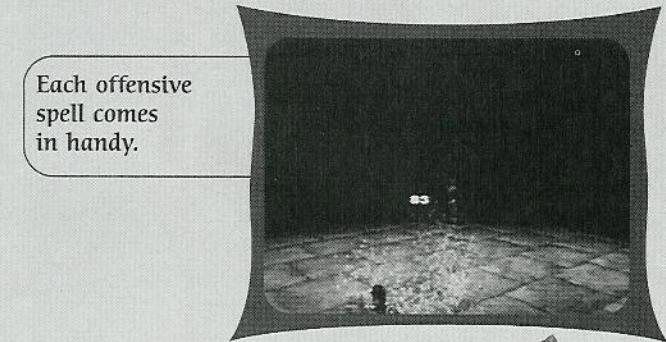
The spells most often cast are offensive spells designed to damage or kill your enemies—the spells usually called on in dangerous situations. Your spell-casters gain the most experience with offensive spells throughout their quest.



You frequently cast offensive spells as you wander through the monastery.

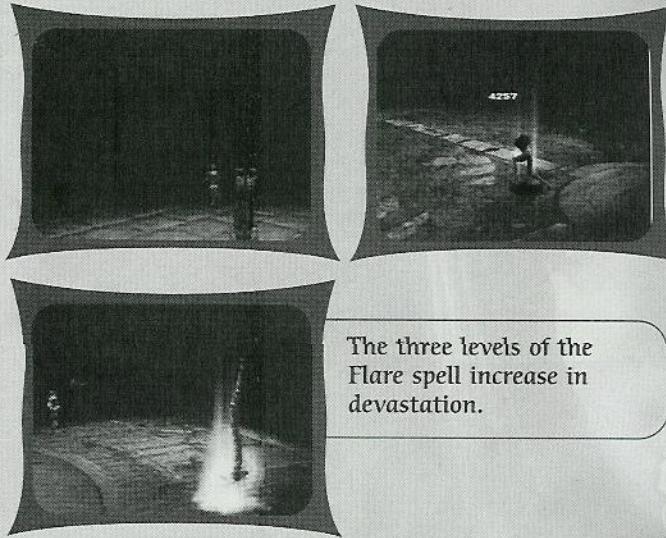
While you may have favorite spells, they are all effectively the same in terms of what they do. Each is based on a different basic element. Many creatures have resistance to one or more of these elements, which means that a specific spell may not be as powerful against a particular monster.

Each offensive spell comes in handy.



Flare

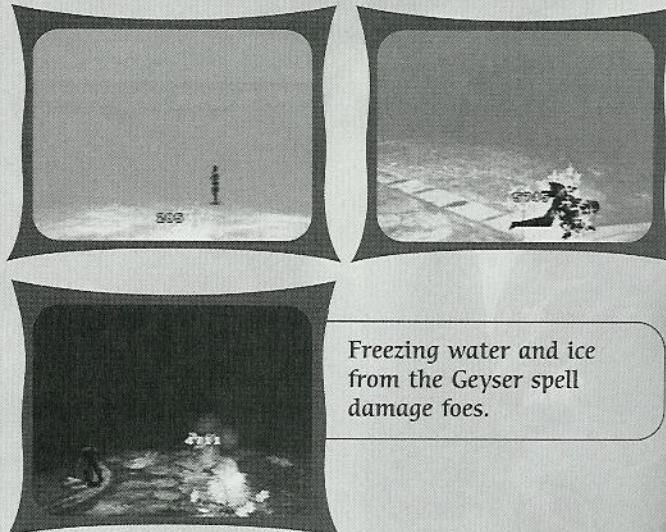
Flare is the first offensive spell you learn, and you acquire it immediately after you kill the Werewolf at the start. A potentially powerful spell, Flare is based on the element of fire. It burns enemies to a crisp with a huge burst of flame rising up from the floor.



The three levels of the Flare spell increase in devastation.

Geyser

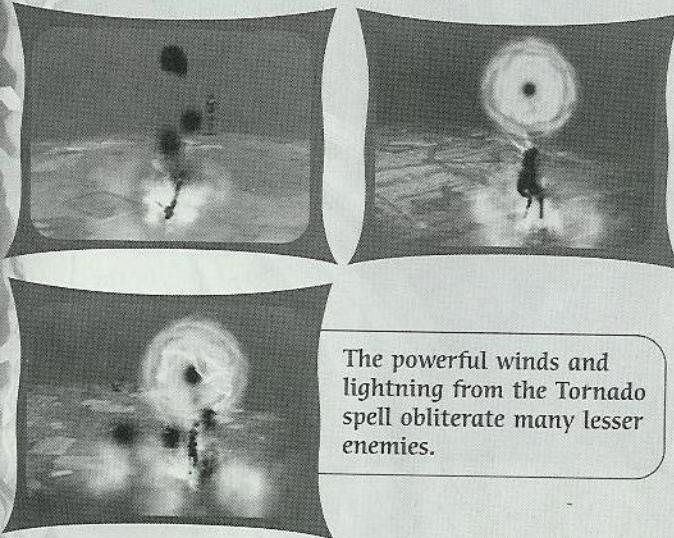
Your second offensive spell is learned when you kill Planter in the herb garden, right before James joins your party. Geyser is based on the element of water, and it causes swirling masses of water and ice to assault the target, pummeling and freezing it into submission.



Freezing water and ice from the Geyser spell damage foes.

Tornado

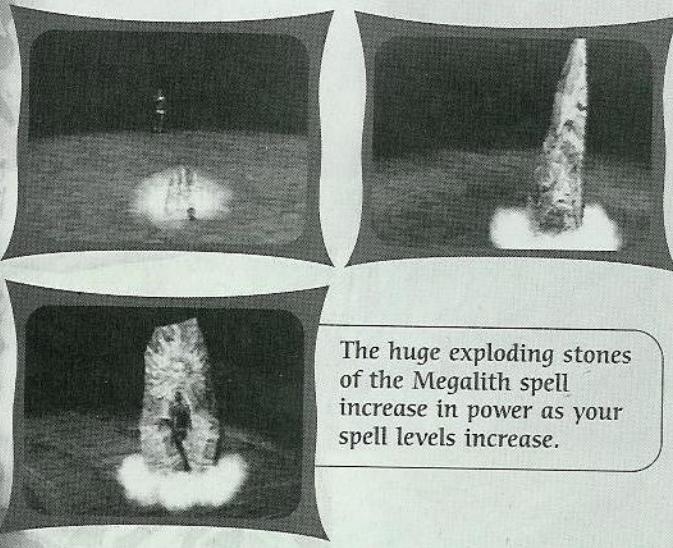
Your third offensive spell is Tornado, which you gain after you defeat the Finders guarding the path into the dungeon area. This spell is based on the element of air. Tornado drives a huge vortex of winds and lightning into the target for tremendous damage.



The powerful winds and lightning from the Tornado spell obliterate many lesser enemies.

Megalith

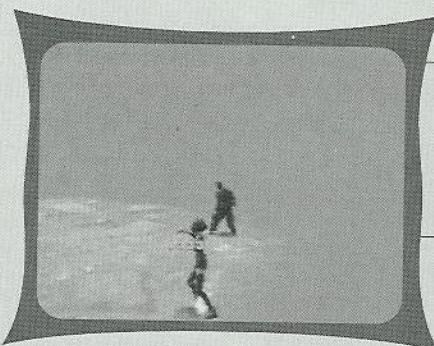
The fourth and final offensive spell is Megalith, the elemental spell of earth, and you learn it after killing the Bridal Mummy in the dungeon area. It brings huge exploding rocks up from the ground, shattering the target.



The huge exploding stones of the Megalith spell increase in power as your spell levels increase.

Defensive Spells

Not every spell targets enemy creatures. Some of your more powerful spells revive, replenish, or protect your characters. These powerful spells, used wisely, can help you overcome the most serious enemies.

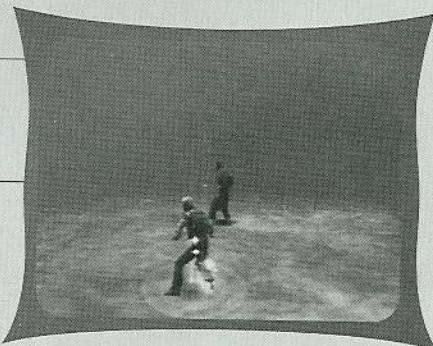


Defensive and protective spells keep your party in better shape.

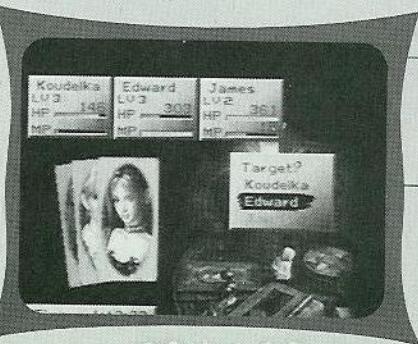
Heal

Koudelka starts the game with the ability to cast the Heal spell, although she shouldn't need it in her first combat. The Heal spell does exactly what its name suggests. It restores hit points to the target. More powerful spellcasters restore a much greater number of hit points to the target, and casters with this spell at higher levels of proficiency restore greater amounts of health, as well.

The Heal spell restores lost hit points.



The Heal spell is unique because it is the only spell that can be cast outside of combat. Any time a character is injured, anyone can cast this spell from the menu screen. Just as if the spell were being used in combat, the character who casts the spell receives experience for using it.



You can still use the Heal spell after combat.

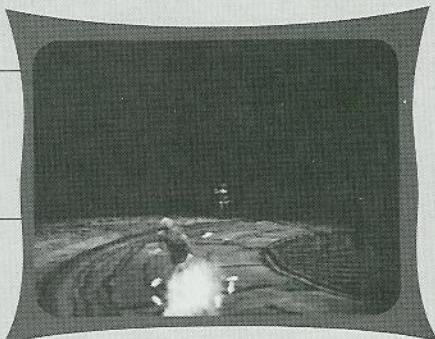
Caution

Be careful when using the Heal spell in combat. If you accidentally cast this on a monster, you restore hit points to your enemy!

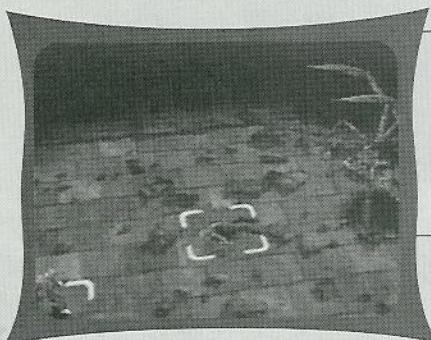
Revive

The fifth spell is the Revive spell, which you gain after you kill your sham duplicates in the priest's quarters on the first floor of the dungeon. The Revive spell works like Roman Nuts on unconscious characters. The spell restores them to consciousness and replaces lost hit points.

A knocked-out character can be brought back with the Revive spell.

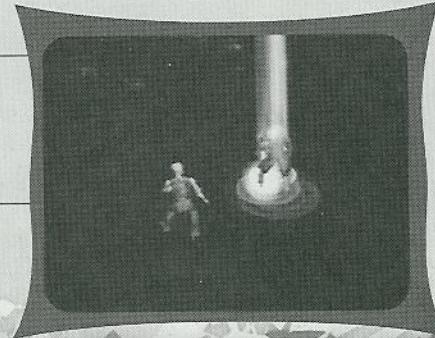


In actual use, the Revive spell falls somewhere between the effectiveness of whiskey and Roman Nuts. A powerful caster can restore all of the hit points of a downed character, but this spell does not replenish any used magic points the way Roman Nuts do. In general, if you have Roman Nuts, you are better off using them instead of the Revive spell, because they are much more effective and are guaranteed to restore all lost hit points and magic points. Additionally, using Roman Nuts instead of the Revive spell is faster, which gets your character back on his or her feet more quickly.



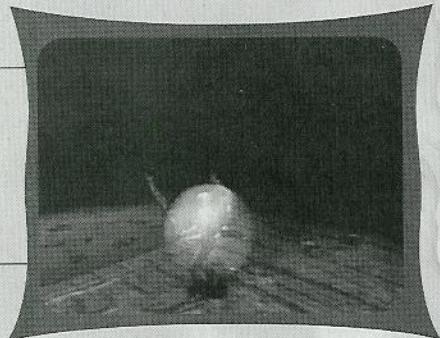
It's possible to restore a character's full health with the Revive spell, but there's no guarantee.

Using Roman Nuts instead guarantees a full, swift recovery.

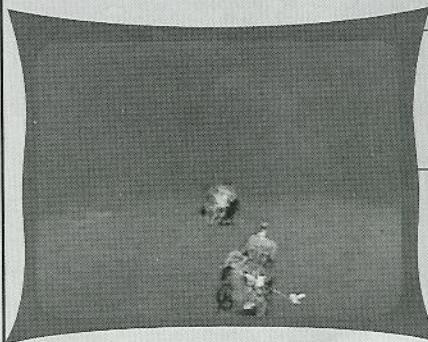
**Reflect**

The final spell is Reflect. You acquire it after you kill the Scapegoat in Patrick's quarters. This is a unique spell, designed to help ward off magical damage. Higher levels of the Reflect spell last longer.

The Reflect spell prevents any magic cast by someone else from hitting your characters.



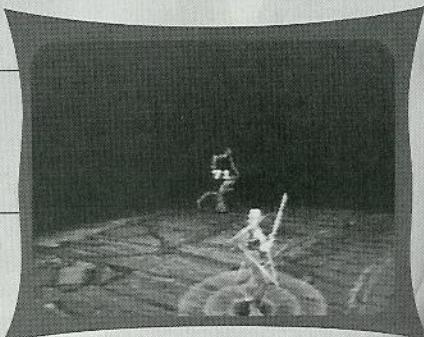
This spell acts as a sort of magical mirror. Any character who has the Reflect spell cast on him or her takes no damage from magic spells. Even better, the spell causes the enemy magic to bounce back, hitting the casting creature. Any effects of the spell can then damage the attacker, including abnormal status effects like poison, paralysis, and silence.

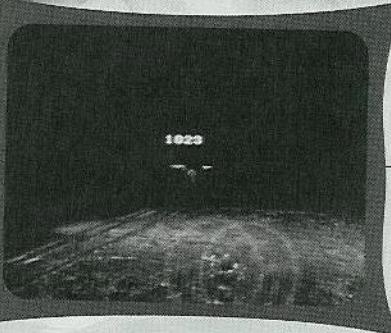


Enemy creatures end up taking damage from their own spells.

The strength of the person who reflects the spell determines the damage taken by the enemy creature whose spell is reflected. So, because Edward is usually a very poor spellcaster, any spells reflected from him do little damage, just as if he cast the spell in the first place. Spells reflected from Koudelka do a lot of damage.

Spells reflected from Edward generally do very little damage.





Spells that reflect off Koudelka are often very potent.

Caution

The Reflect spell does pose a problem that is easy to forget. This spell causes all magic cast from another source to bounce off the character. This means that your other characters will be unable to cast Heal on a character using the Reflect spell.

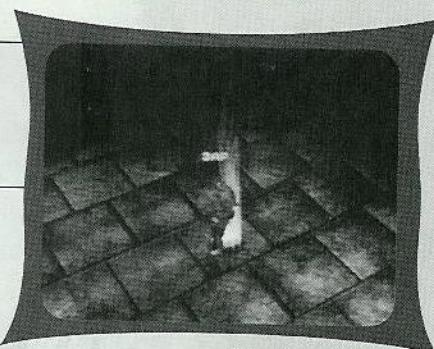


Because he is under the protection of the Reflect spell, Edward can't be healed by spells from James or Koudelka.

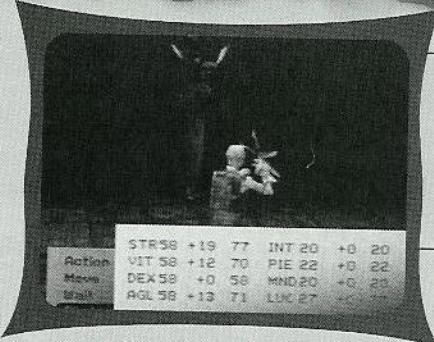
Statistic Spells

Like the Heal spell, you can cast all eight of the statistic spells from the start. Of all of your spells, these have the lowest priority, but used correctly at the right time they can make a combat much easier.

James gets a boost of intelligence from a statistic spell.



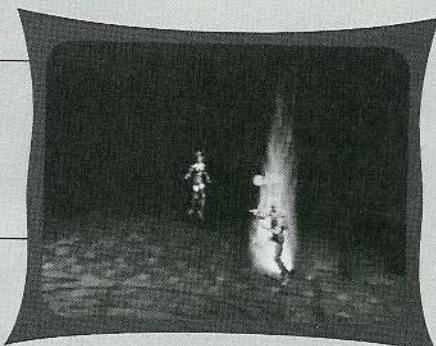
These spells increase a character's statistics temporarily. Statistic spells also affect the enemy. You can use them to boost your own characters or hinder your opponents. Each of the eight basic statistics has a corresponding spell. The Fortify STR spell increases the target's strength, but nothing else.



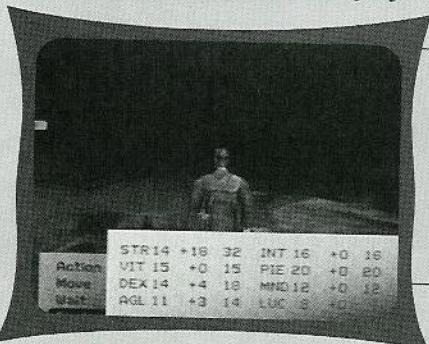
The boost in a statistic makes the character more powerful for the rest of this combat.

As you gain experience in these spells, the effects double. A level one statistic spell raises the target attribute by three points, a level two spell raises it by six, and a level three spell raises it by twelve. The gain lasts for the combat's duration.

Higher levels of statistic spells mean a greater benefit to the target.



Normally, it is more useful to cast offensive or defensive spells instead of statistic spells in combat. However, raising Edward's strength by 12 points at the start of a battle against a difficult boss can make the fight much simpler. Along the same lines, boosting Koudelka's or James's intelligence makes their spells much more powerful and damaging.



A statistic spell cast at the start of combat against a powerful boss can simplify the battle.

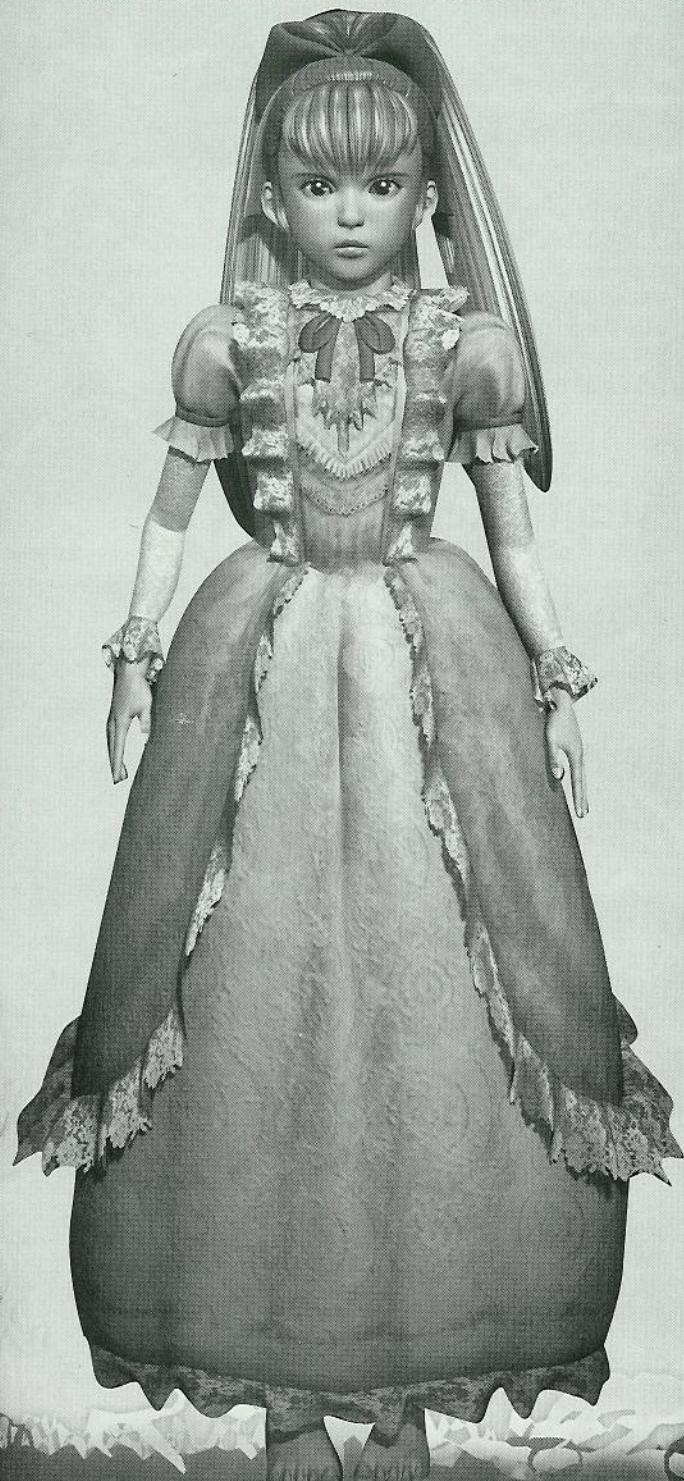
Tip

Work on these spells when you want Edward to gain experience with a weapon and don't want to use offensive spells in combat.

Of all of the statistic spells, Fortify STR and Fortify INT are the most useful.

Note

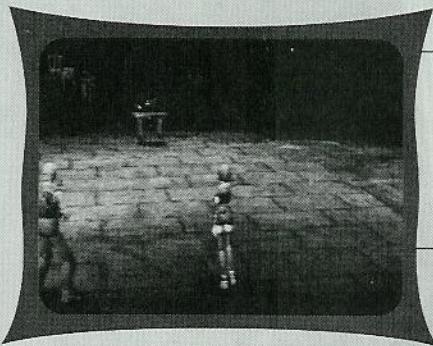
Fortify VIT and Fortify PIE raise the vitality and piety of the target and increase maximum hit points and magic points, respectively. However, these spells do not actually add those hit points or magic points to the character's total. You need to heal or use a magic restorative item to gain the benefit of the increased maximum.



How Spells Work

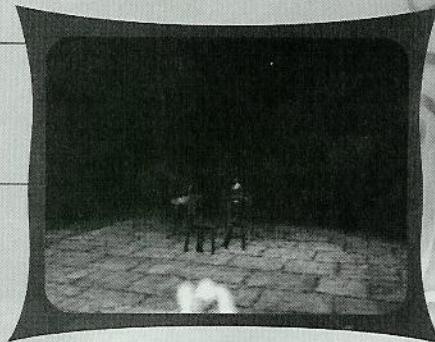
Delays

It's important to realize that it takes time to cast spells. Unlike moving, a delay often occurs between the command of telling a character to cast a spell and the actual casting. Sometimes, one or both of the other two characters get a chance to act before a spell is actually cast, and sometimes enemy creatures act between the command of casting a spell and when the spell is actually cast.



While you can tell characters to cast a spell any time they have a turn...

...sometimes there is a delay before the spell is actually cast.



This can create a few problems if you aren't careful. The creature you are casting at may be killed off by another attack before the spell hits. For this reason, when you are attacked by multiple creatures, have your characters target different enemies whenever possible. This ensures that each attack goes off as planned and you don't end up with spells wasted because the target is gone.



Tell your party to attack different creatures whenever possible. Then everyone gets his or her attacks in and earns weapon and spell experience.

Also, use the Heal spell carefully. There is a chance that a badly wounded character will be knocked out before the spell is cast. Heal spells cast on unconscious characters have no effect.

You may want to pull Edward back from the front lines before you attempt to heal him. Or use an item, which is never delayed.

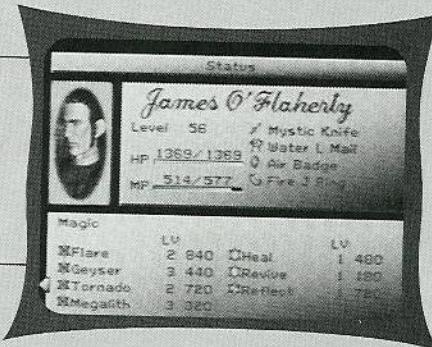
Increasing Spell Levels

You know by now that increasing spell levels increases their power and their area of effect. Higher level spells also take more magic points to cast.

The higher level spells cost more magic points to use.

A first level offensive spell, like Flare, costs eight magic points to use. When a spellcaster reaches the second level of casting ability, the cost doubles to 16 points. Adding the third level doubles the cost again to a whopping 32 magic points per use. This is true of all spells, so casting Reflect at the third level costs an amazing 72 magic points!

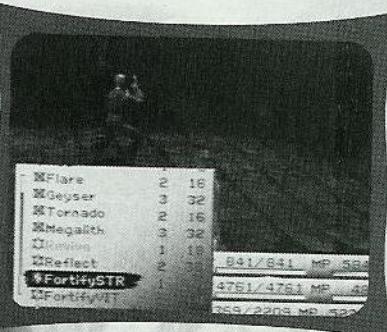
Higher level spells are more expensive, but you usually have the magic points to back that up.



Don't worry too much about the cost of your spells. All of a character's magic points are automatically regenerated each time he or she gains a new level. And, any character who has a lot of high level spells should also have the magic points to cast them. Finally, because higher level spells are more effective, you need fewer of them to do the work of first level spells.

Magic Replenish

Magic points can be replenished in four ways. Fully gaining a level heals a character and replenishes his or her magic points. A holy water fountain does the same. Characters with a Mystic weapon drain the enemy's MP while attacking, thus replenishing their own. Listel, High Listel, or Elixer also do the job.

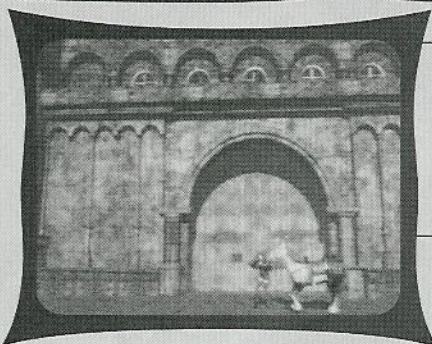


Gathering Aid

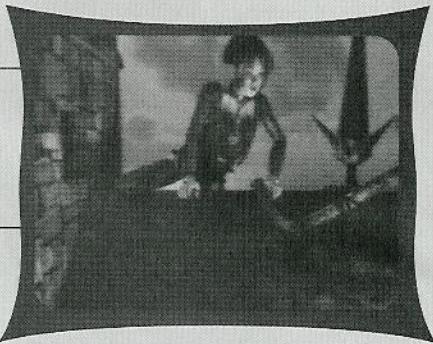
When you first start your game, you're treated to a short cinematic sequence showing Koudelka's arrival at the abbey.

Note

Most encounters with creatures in Nemeton Abbey are random. You will face combat frequently as you wander around. Nonetheless, the boss battles are planned. This walkthrough details the planned encounters throughout the game; however, the random battles against normal creatures are not shown.



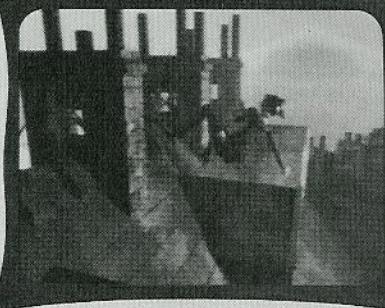
Koudelka can't enter Nemeton Abbey through the front door. She needs to find another way in.



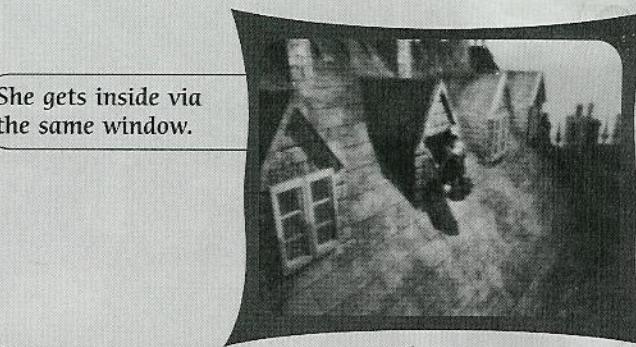
A handy rope left by an earlier visitor gives her access to the roof.



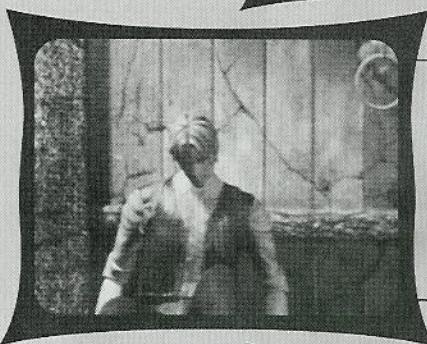
Nemeton Abbey—it's even more forbidding on the inside than it is on the outside.



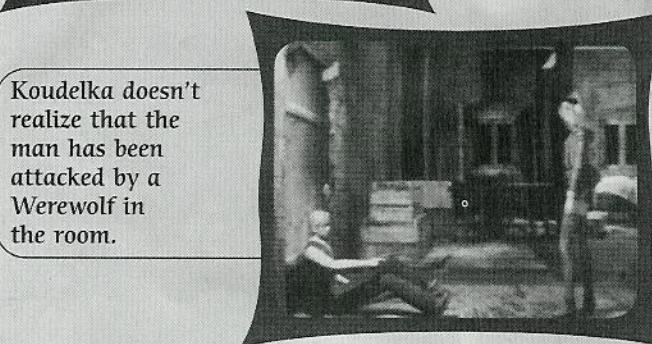
Koudelka endures a brief scare when the rope breaks. Fortunately, she manages to grab onto a window ledge. She does, however, drop her pendant.



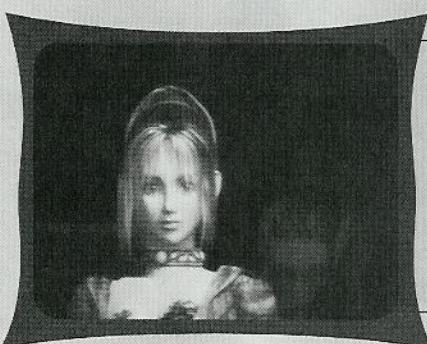
She gets inside via the same window.



Inside, Koudelka encounters a man who is almost dead. He's ready to die, but won't give up without a fight.



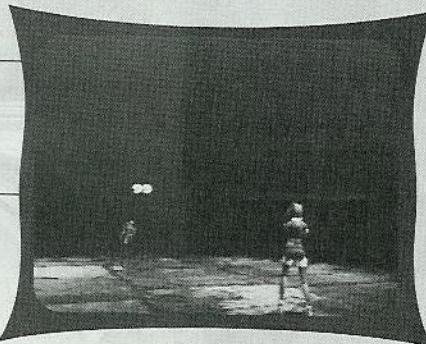
Koudelka doesn't realize that the man has been attacked by a Werewolf in the room.



But she's about to find out that they aren't alone. The man throws Koudelka a gun, and she's forced to defend herself.

After the cutscene, in which the Werewolf attacks, you are thrust into combat. Armed with the pistol, Koudelka is prepared for the Werewolf. Have Koudelka shoot the Werewolf with the pistol at every turn. It takes three or four shots to finally kill it off. It will approach and attack, possibly wounding Koudelka slightly, but you should win easily.

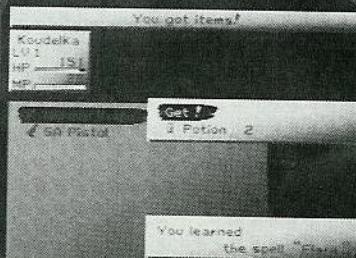
Koudelka can kill the Werewolf with the pistol.



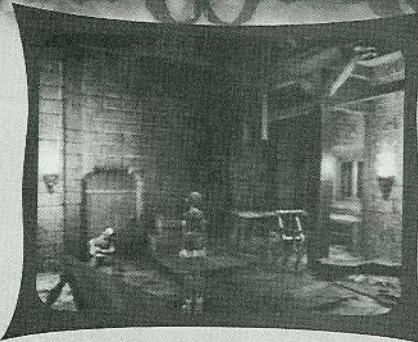
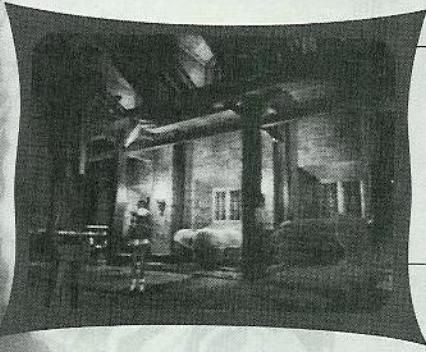
The Werewolf may try a few spells, but they won't help him much.



After the battle, grab anything the Werewolf was carrying. Koudelka learns the Flare spell as a result of this combat.

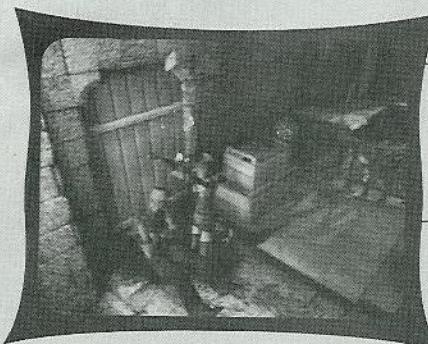
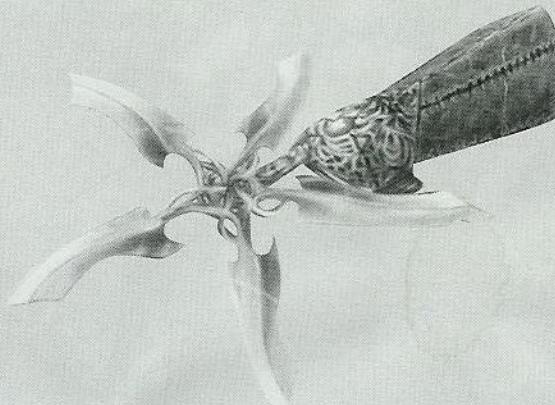
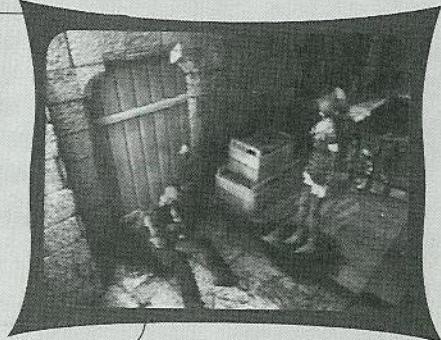


Once the Werewolf is dead, there is nothing else of value in this area. Move left to find the dying man.



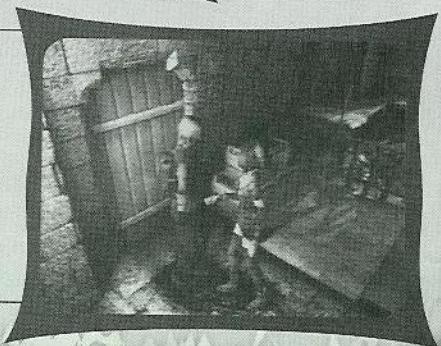
He's still hanging on, and he's relieved that the threat is gone. Approach him and press X to talk with him.

The man is Edward J. Plunkett. He may not look like much in this condition, but he's a very capable fighter who will be extremely useful in combat situations.

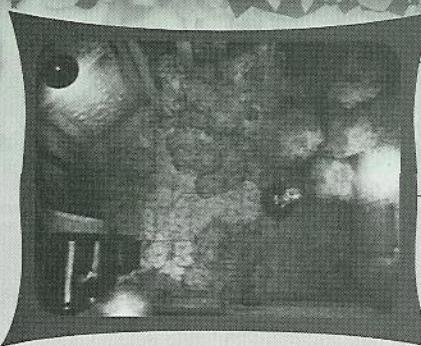


In payment for the use of the pistol, Koudelka heals Edward.

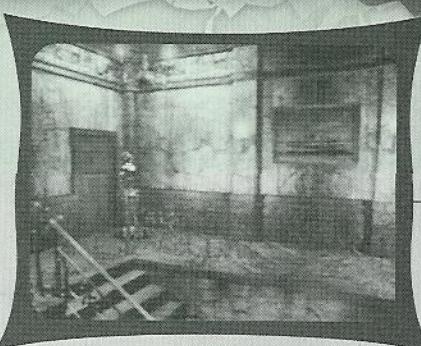
Edward joins Koudelka. When this cutscene is over, walk to the door and open it. It leads to the straw storage area of this building.



Gathering Aid

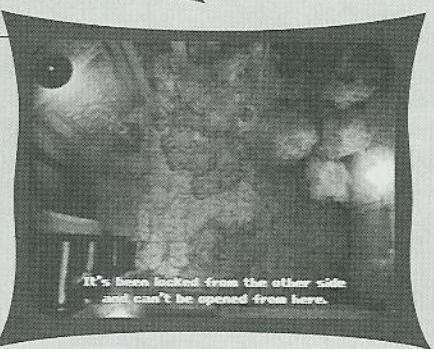


In the straw storage room, look around for a potion.

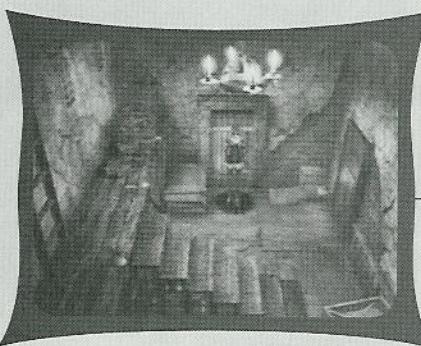


Walk to the picture and check it out: It hides a useful weapon.

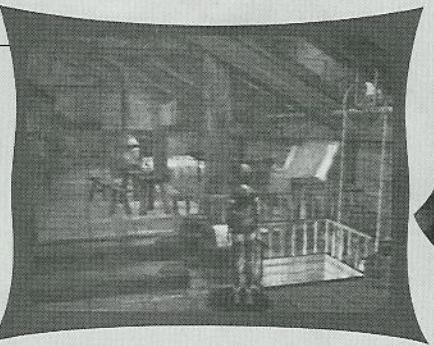
This door is currently locked from the other side. You need to find a different way in. Go through the door at the bottom of the screen.



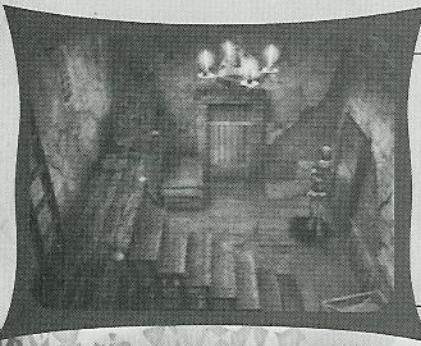
Continue to the end of the hall and get the Listel potion from the middle of the passage behind the door.



There are bullets at the top of the stairs. Get them, then climb the ladder.

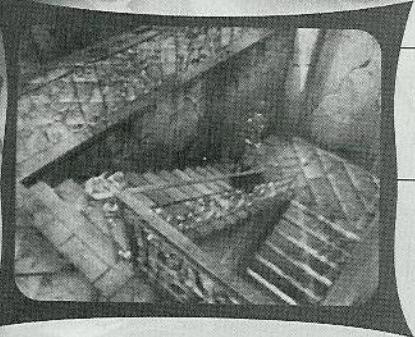


Get the monastery map from this area, next to where you entered. Go up the stairs and take the bread from the table.



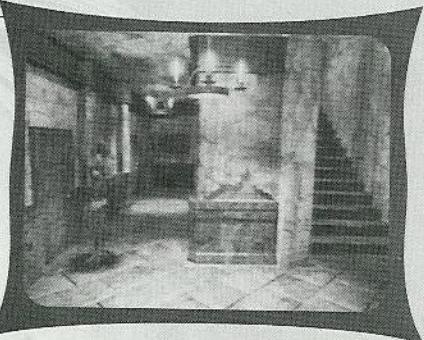
Go back down the ladder and head out the door on the right in the ladder room. This leads to the second-floor passage.



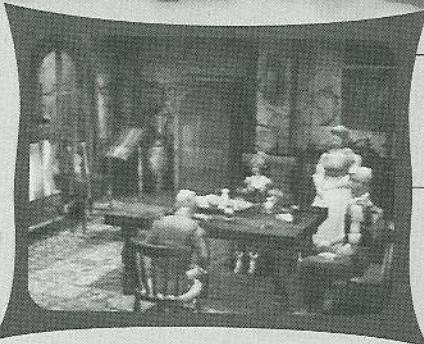


Go back to the hallway and take the stairs down to the first floor.

At the bottom of the stairs, go through the closest door. This takes you into the quarters of the caretakers, Ogden and Bessy Hartman.



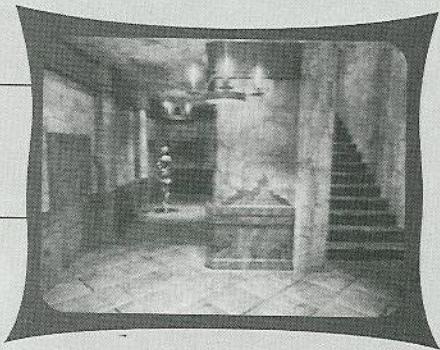
The Hartmans' quarters are surprisingly nice compared to the rest of the grounds you've explored. The two appear to be simple people, willing to share their plain food with hungry travelers. Koudelka refuses to eat, a breach of etiquette forgotten as talk turns to the presence of monsters in the area.



The Hartmans sit down with Koudelka and Edward.

To replenish your stores, Ogden gives you a box of pistol bullets. As you leave, the Hartmans lock the door behind you, putting you back out by the stairs.

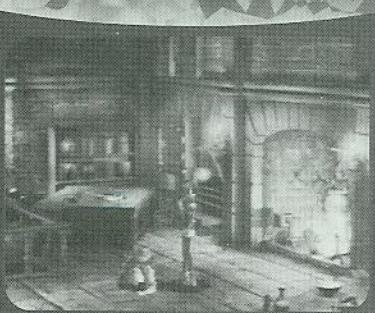
Back out in the hallway, go to the back and enter the door here.



Take the stairs up into the kitchen; another short cutscene starts. This time, Koudelka reveals that the soup offered by the Hartmans was poisoned—the real reason she didn't eat any. When Edward starts to feel the effects of the poison, Koudelka makes him promise that, if she heals him, he won't rush off to confront the old couple immediately.

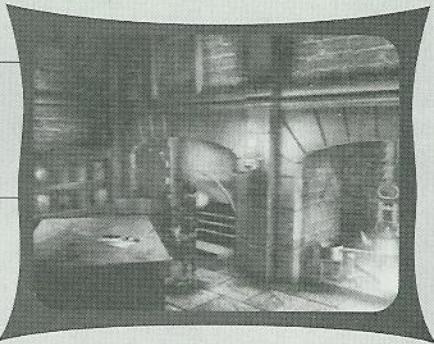


Gathering Aid



Edward feels the effects of the soup.

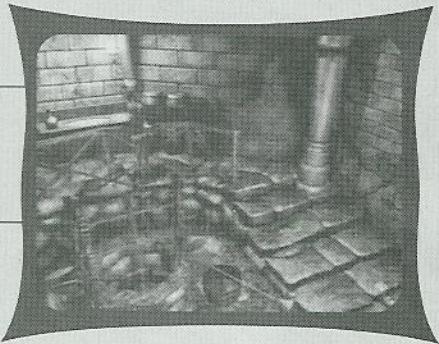
Explore around the kitchen for food and an extra knife.



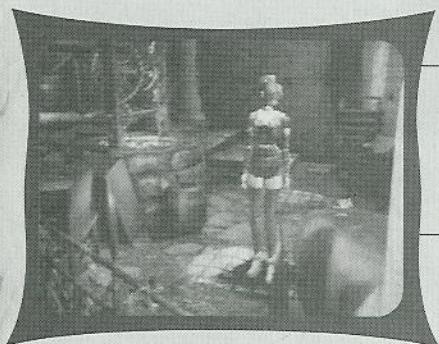
When you are done in the kitchen, leave through the back door to reach the well.



Go down the stairs to reach the bottom level.

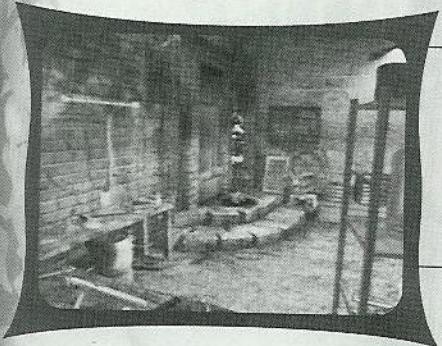
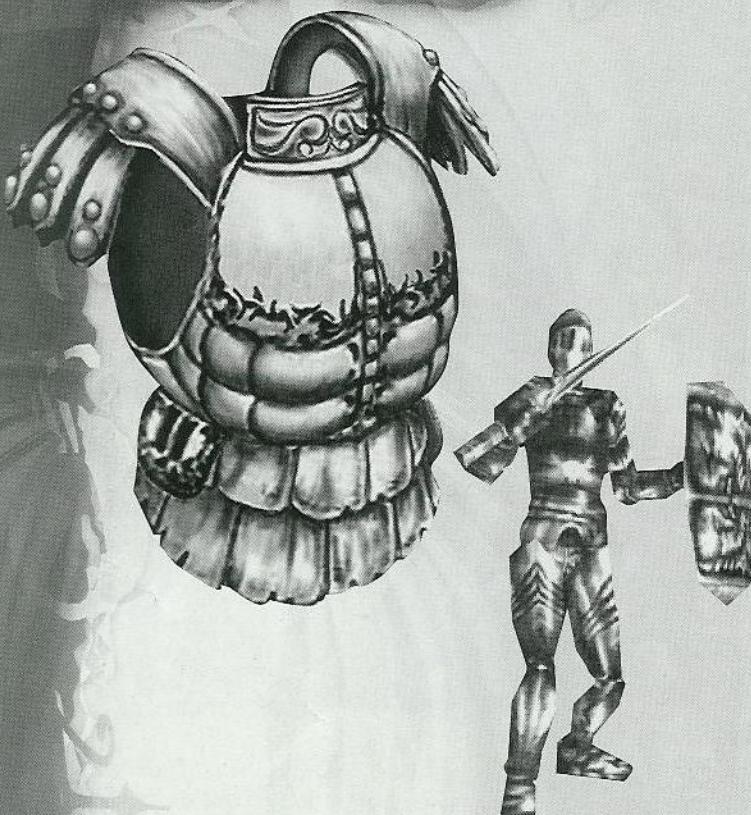


Get the Panacea growing from this rock. It comes in handy during battles.



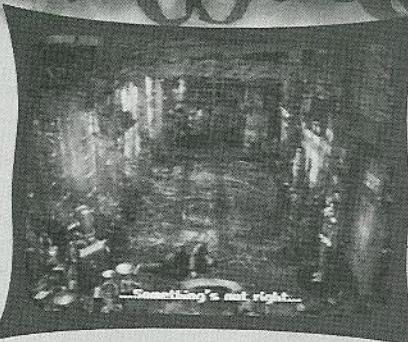
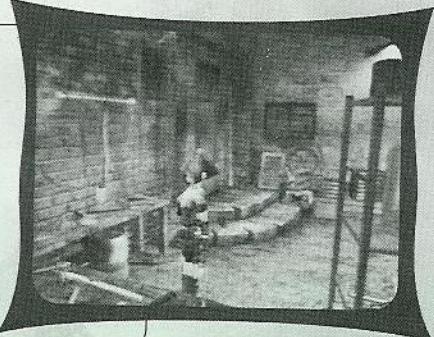
There's light coming from below... There must be a room underground.

Take a look down into the well for some important information. It seems that this well is no longer used for water.



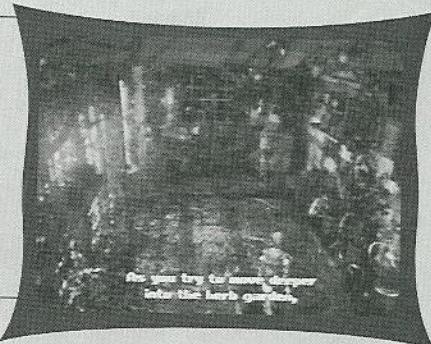
Go back through the kitchen and through the other door at the top of the stairs. This leads to the forging room.

In the forging room, you find Listel, which you can use in combat to restore magic points. You also find a hammer and a pipe, both good weapons.

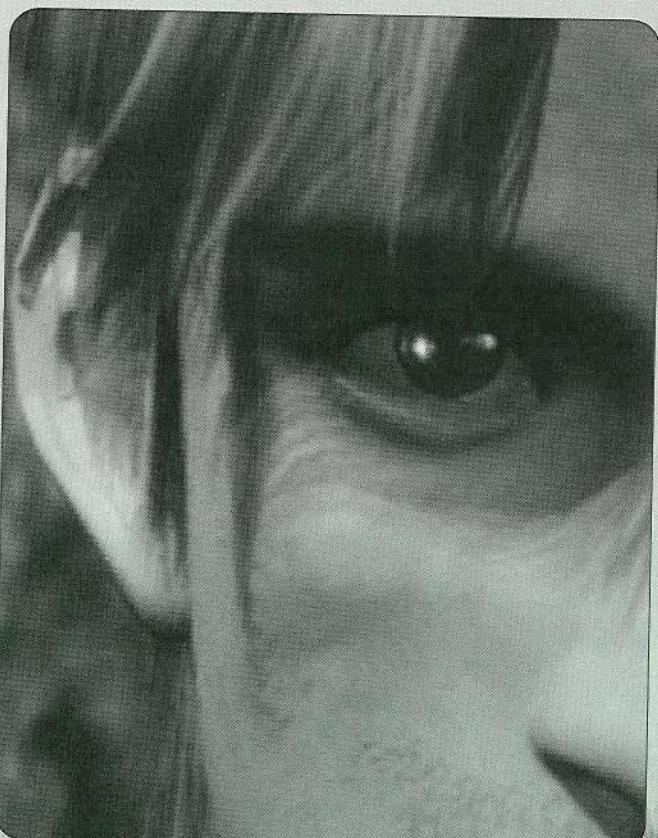


Go out the door across from where you entered; it leads to the herb garden.

A man on the floor needs help, but you have to fight the monster, Planter, first. Walk toward the room's center to trigger the combat.



You now face the challenge of defeating the giant plant guarding this room. Koudelka and Edward need to fight for their lives against this massive beast. Fire spells work very well against it, and if you've been lucky enough to find any fire-related weapons, use them. The best way to kill the creature is to have Koudelka use her Flare spell while Edward attacks with physical weaponry.

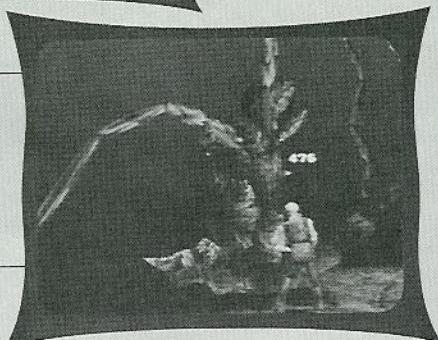


Gathering Aid



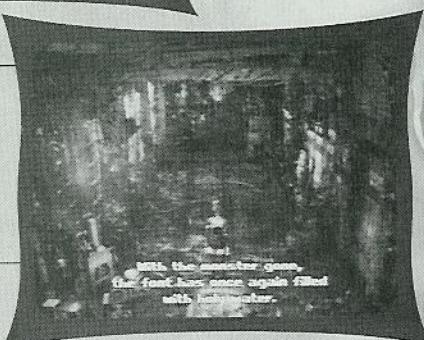
This massive plant attacks with powerful spells and whip-like vines.

If Edward has a fire-based weapon, he can cause massive damage to the creature.

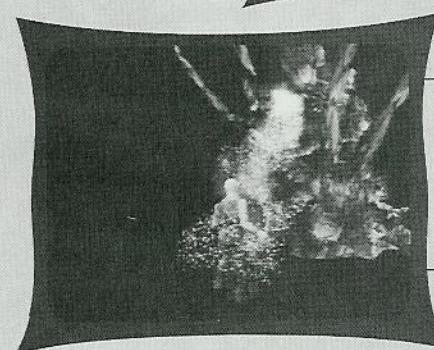


James can't believe Koudelka and Edward's story about the treachery of the elderly caretakers.

The death of the plant monster restores the Holy Water Font. You can save your position here.



With the monster gone, the font has once again filled with holy water.

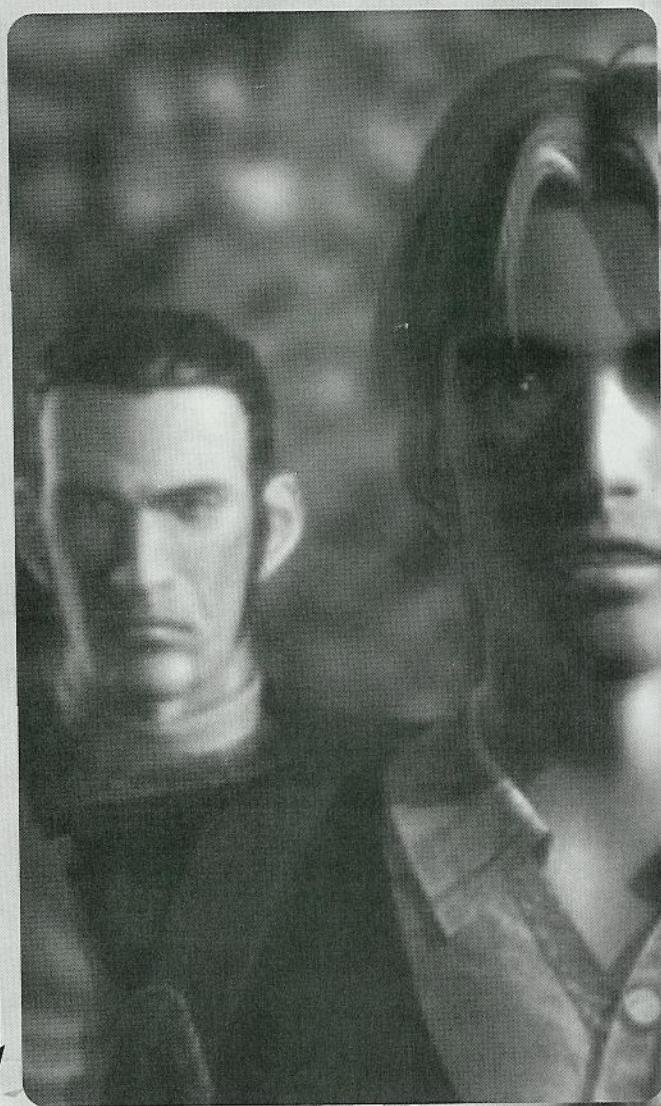


But Planter is not defenseless. Healing items and spells are very important in this fight.

After enough of a beating, Planter eventually falls over. When it does, be sure to collect the Icon's Necklace from the body. You learn the Geyser spell here.

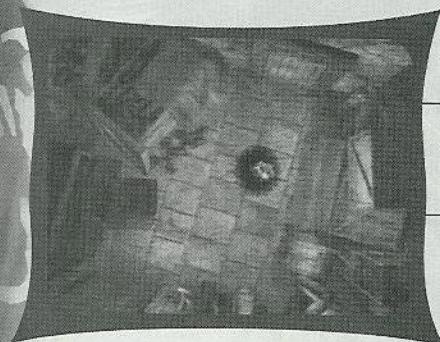


Koudelka and Edward now approach the unconscious man; he begins to wake up. He is James O'Flaherty, a deeply religious man who has been wandering through the abbey. While he doesn't quite trust either Edward or Koudelka, there is safety in numbers, and he decides to go with them. James is an excellent spellcaster and a decent fighter as well.

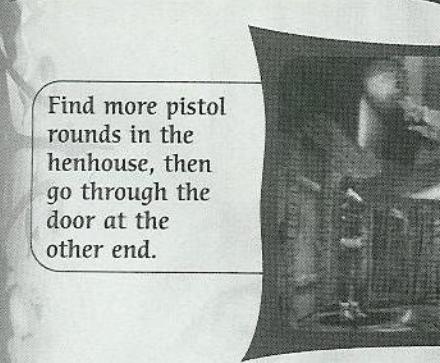


History Lesson

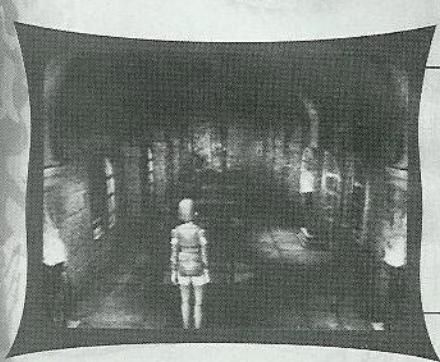
After James is in the party, head back through the forging room and the kitchen to the hallway outside of the caretakers' quarters. Go upstairs to the second floor and head right. Go through the door at the end of the passageway (earlier you found Listel here), then out the door on the other side.



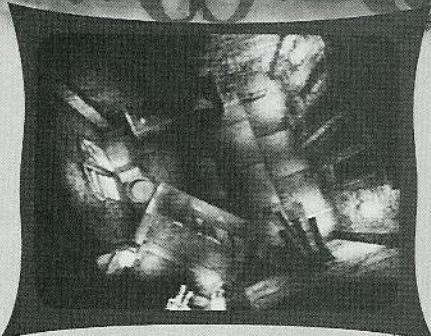
This doorway leads to new areas.



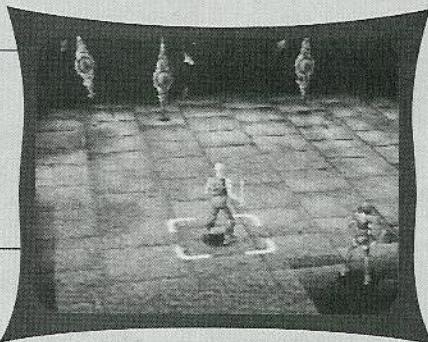
Find more pistol rounds in the henhouse, then go through the door at the other end.



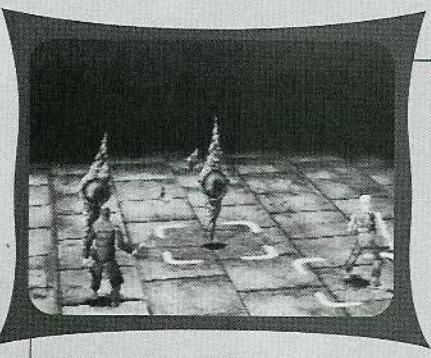
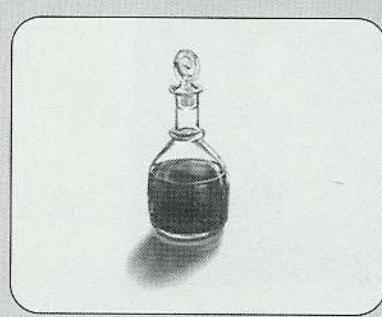
When you enter the next corridor, you have the chance to save your game temporarily. Do so, then walk forward.



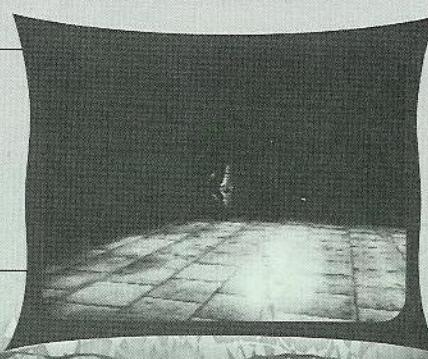
Continue down the hallway after the cutscene ends. Walk into the next area to the door at the end. When you try to open it, you are attacked.



The three Finders give you a tough battle. You need to use different tactics against each one.



Use any fire-based weapons and spells against the blue Finder, earth-based weapons and spells against the green Finder, and water-based items against the red one.

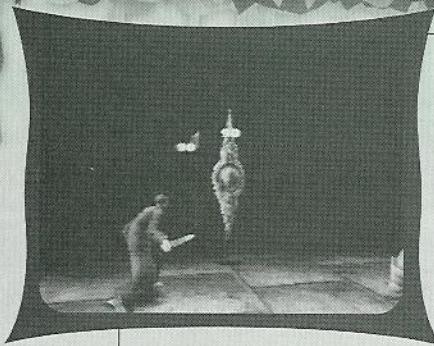


The Finders attack mainly with spells. While they will attack any of your characters, they concentrate on Koudelka.

As you approach the end of the hall, you get another short cutscene. James frets over his presence and continues to worry about the continued blasphemy of Koudelka. A more immediate concern is that the caretakers start shooting into the corridor! Perhaps this will convince James that they aren't what they seem.

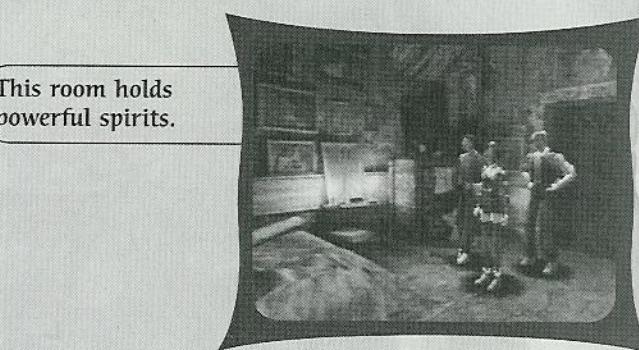
History Lesson

As you enter the next room, you receive another short movie. Koudelka can sense the presence of many spirits in the area. James is adamant that they should all be praying. Koudelka reveals that her presence in the abbey is in response to a single female spirit she encountered. Her channeling of the spirits in the room reveals that the abbey was actually a prison that specialized in torturing and killing its inmates horribly!

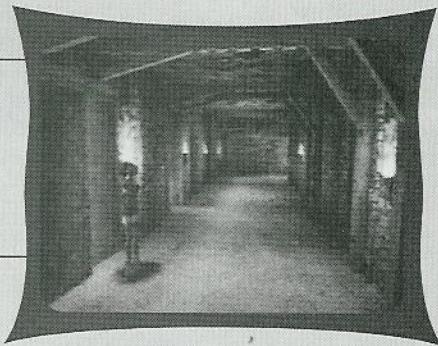


go through the door they were guarding.

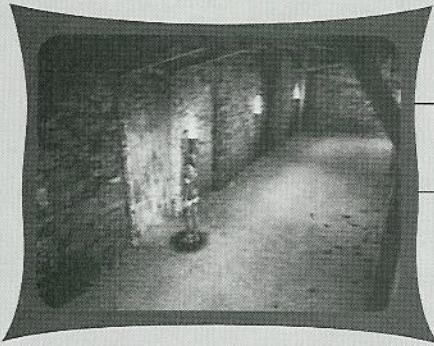
They are very tough, but attacking constantly gets the job done. Pick up all items after the battle ends. You should get a few useful items. You also learn the Tornado spell. After this,



This room holds powerful spirits.



You have another chance for a temporary save when you enter the second-floor dungeon area.



The door leads into the jail cell.

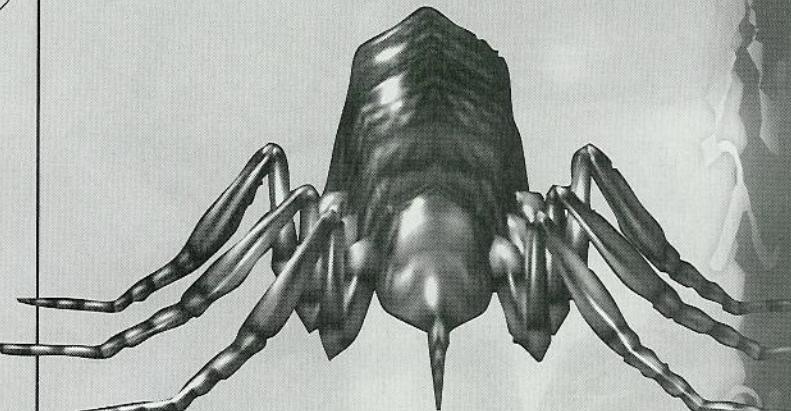


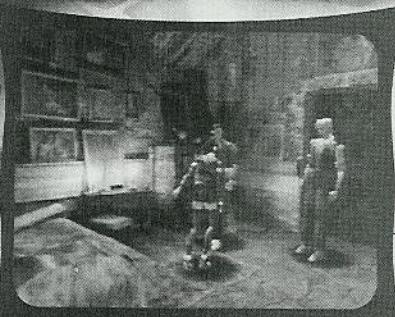
Get the Listel, then go through the passage to the left.



It's locked with a 4-digit combination padlock.

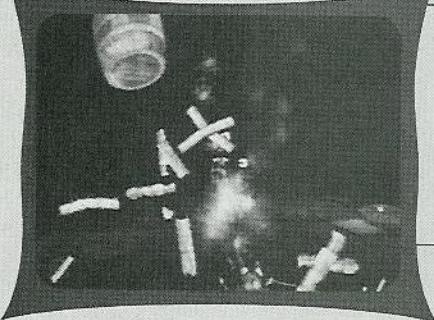
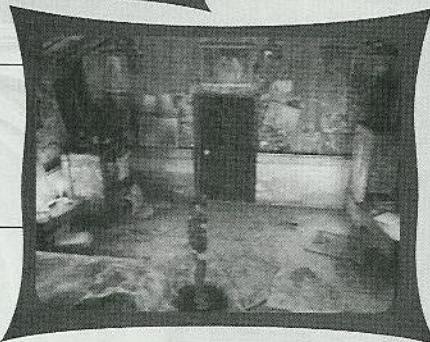
A chest here is locked with a combination padlock. You can't open it yet, but remember this location. Go through the door next to the chest.





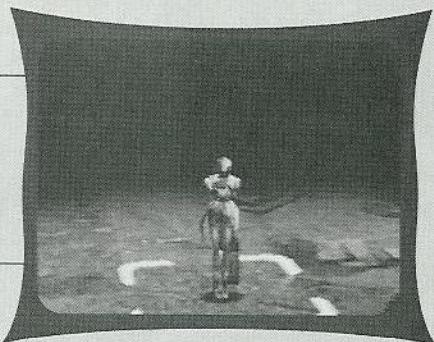
Koudelka channels a particularly powerful and angry spirit, while Edward and James look on in horror.

When the movie ends, explore this room. Check the wardrobe to the door's right.

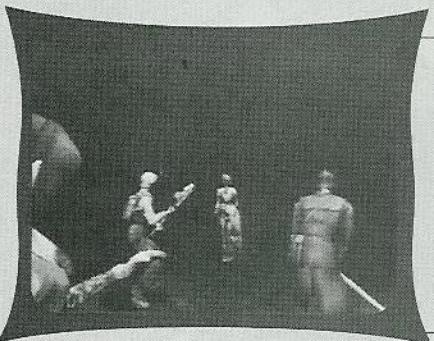


The Bridal Mummy has a lot of hit points, but her spells are not very effective against Koudelka.

Hit the Mummy with spells whenever you can. Edward and James can attack with weapons.



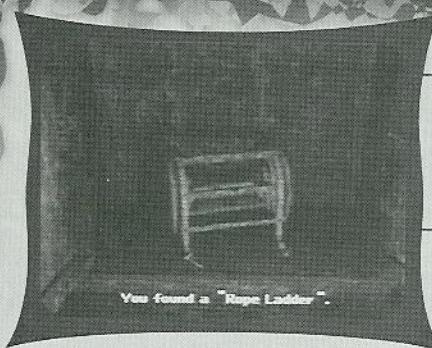
Open the closet; a Mummy wearing a wedding gown attacks!



Keep after her, using the Tornado spell as much as possible. When the Mummy dies, you learn the Megalith spell. Open the wardrobe again.



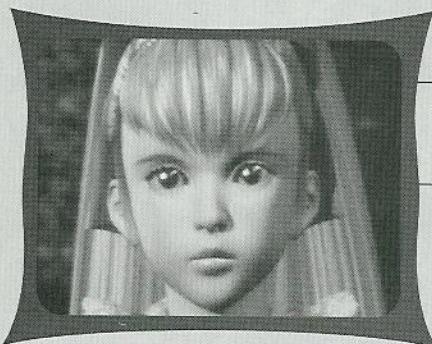
History Lesson



Inside is a rope ladder. Get this, because it is the only way back to the first floor.

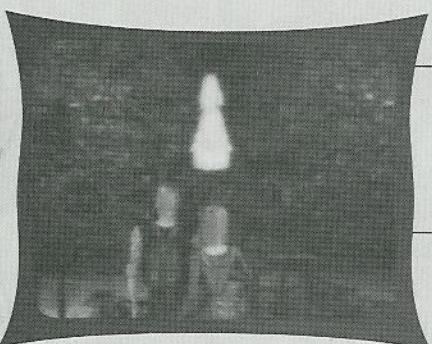
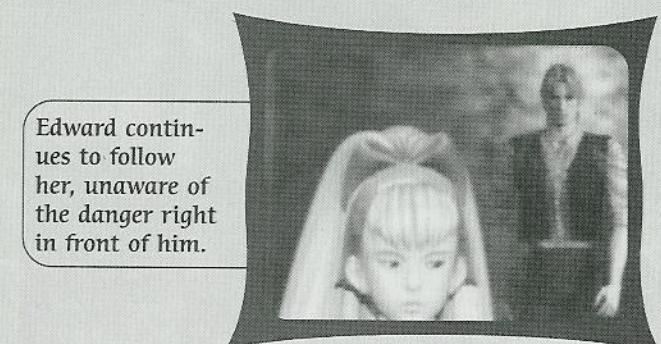
You found a "Rope Ladder".

Head back through the jail cell into the hallway. Move toward the top of the screen to trigger the next cutscene. Edward sees a small girl walking through the halls, and he chases after her. She stops, and as Edward continues, Koudelka grabs him. It appears that the small girl is a ghost, and had Edward continued walking, he would have fallen to his death.

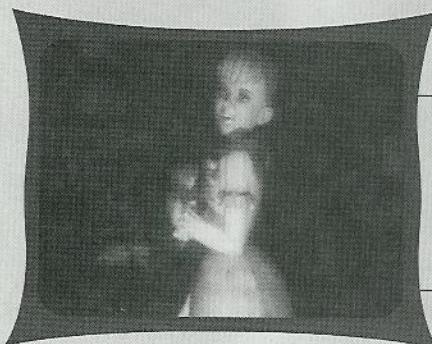


This little girl isn't what she seems.

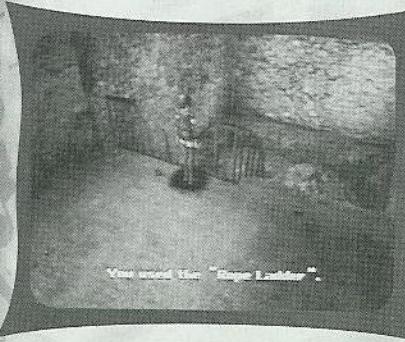
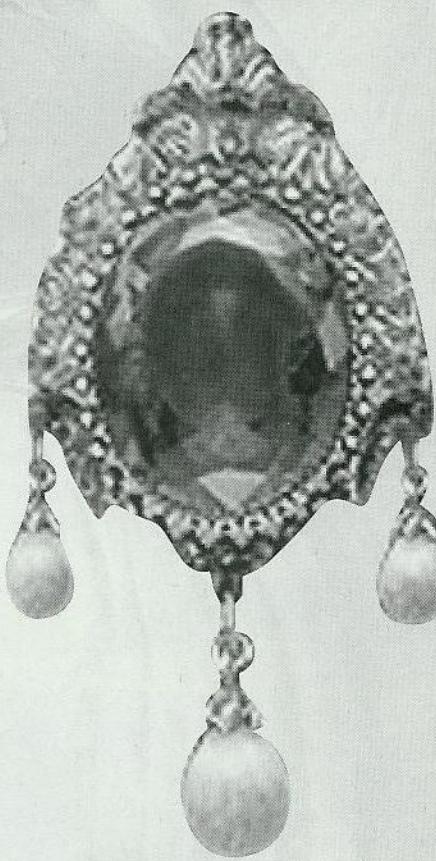
Edward continues to follow her, unaware of the danger right in front of him.



Only the timely intervention of Koudelka keeps Edward from a very nasty fall.

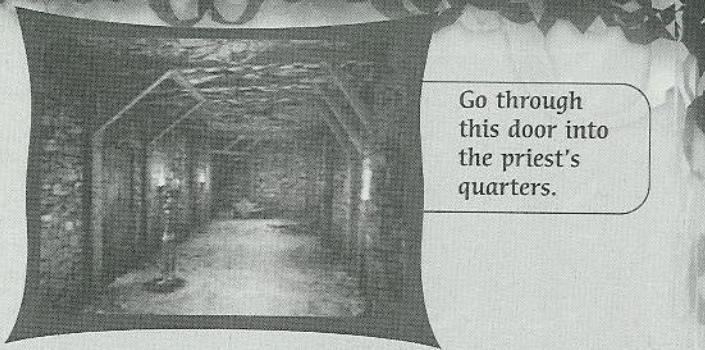
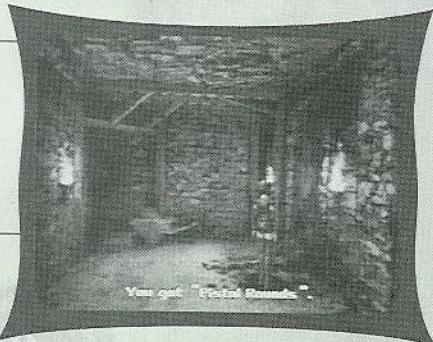


As if you needed more proof that the girl is a ghost, she fades through the back wall.

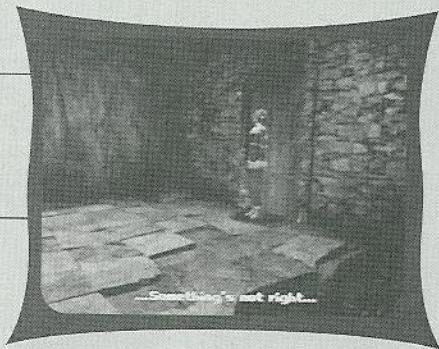


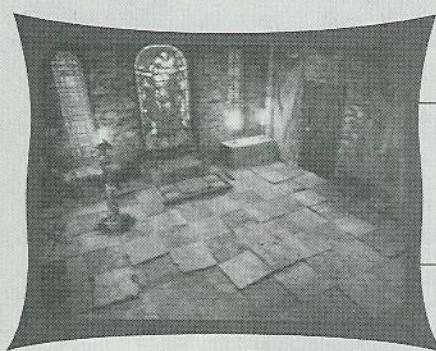
When the movie ends, walk to the edge of the precipice and use the rope ladder. Climb down to the first floor.

Walk left to the hallway and explore to find more pistol rounds and some dried food.



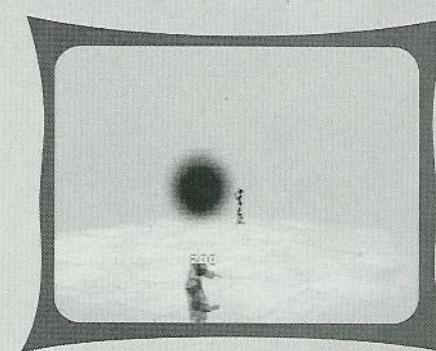
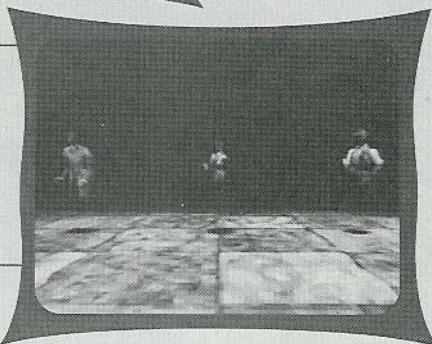
Right away, Koudelka senses that something isn't right here.





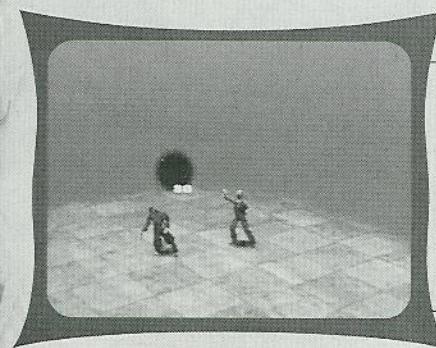
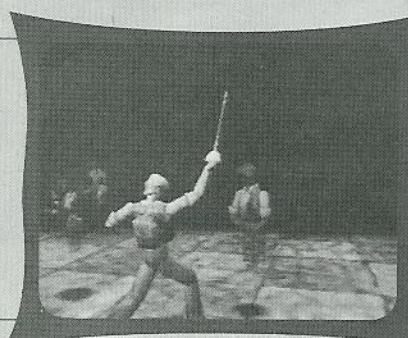
Explore the area to get the Red glass part, then investigate the Altar.

Investigating the Altar starts a battle with three enemies who are ghostly images of your own party!

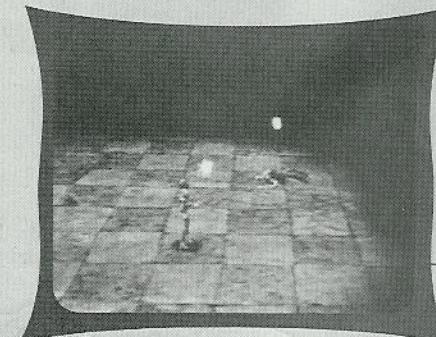


Use spells often, concentrating on your most powerful offensive ones.

Get rid of "Edward" first, because he poses the greatest threat. The other two concentrate mainly on Koudelka, who can withstand their spells.



This is a very tough battle. The ghostly Koudelka and James are powerful spell-casters, and Edward is physically very tough.



Be sure to use whiskey on any incapacitated people, then have them heal themselves with magic or food.

After the battle, climb the Altar. You can save the game here, but don't do it yet. Instead, go to the top of the Altar and look at the stained glass.

The numbers "7038" are written in the glass.

The Red glass part enables you to read the writing at the bottom of the window. It gives you the numbers 7038. This is the code for the chest in the jail cell.

As you leave the Altar, Koudelka mentions in a short cutscene that some of the bodies they have seen are recently dead. Koudelka and Edward are convinced that the recent bodies are the work of the old couple. James, however, remains unconvinced.

The three adventurers contemplate the huge number of bodies in the abbey.

When the last creature dies, be sure to collect the Icon's Earrings. You learn the Revive spell.

It's shining with a sacred light... It appears to have been purified by the holy water...

Re-enter the jail cell and open the chest using the 7038 combination; you find the guard's diary.

Go back to the hallway and climb the rope ladder.

You found "Guard's Diary".

Read		
Koudelka	Edward	James
LVB 223	LVB 784	LVB 223
HP 100	HP 100	HP 100

"Guard's Diary"

1st June, 1716
It's been two months since I left Canterbury owing to my stay at St. Claire's. Lord Webster had said that the weather would be warm at this time of the year, but it's still brisk in the fishing villages along the coast...

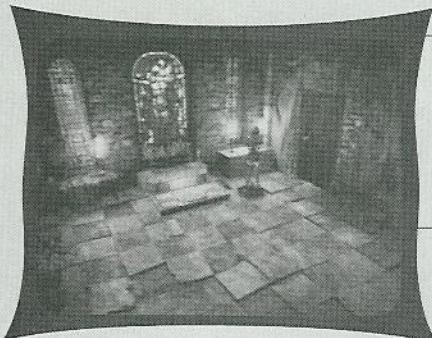
Read the guard's diary to discover more about the abbey and the Bridal Mummy you fought.

Now return to the priest's quarters and save your game.

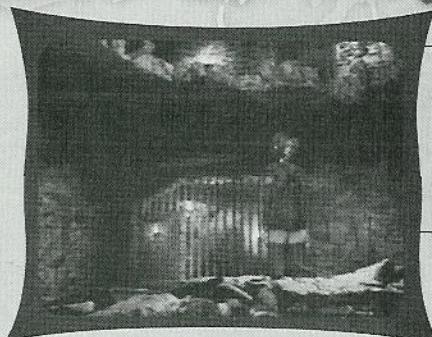
It's shining with a sacred light... It appears to have been purified by the holy water...

Dungeon Crawl

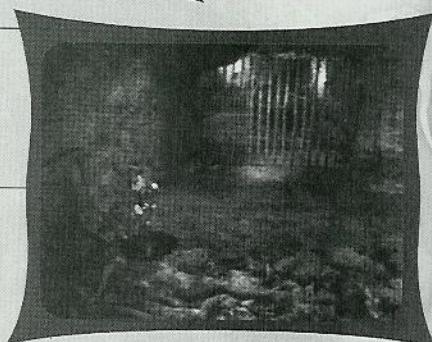
The mystery of Nemeton Abbey begins to unravel, but for every thing you find, more questions appear. The guard's diary contained important secrets, but what still holds power over this place? Why are the spirits angry with you? And what is the caretakers' purpose? You need to explore farther into the abbey to answer these questions.



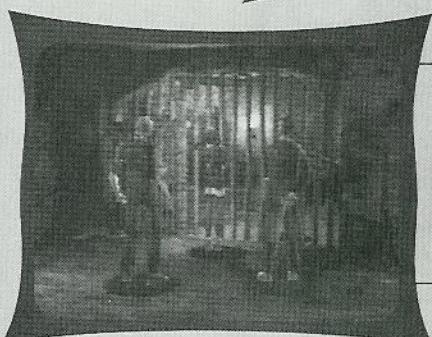
Go through the door to the Altar's right once you have saved your position.



In the basement, look around: There appears to be no way out.



Find the Antidote and pistol rounds near the bodies in this area.



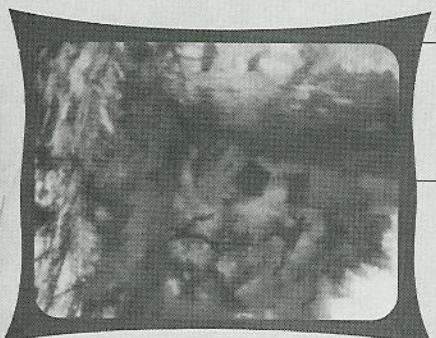
After you check the bodies, look at the bars that seem to lead out of the room.

When you enter the next room and walk forward, a short cutscene begins. As Koudelka investigates, James and Edward approach her. The combined weight of all three people causes the floor to give way, landing them in a jail cell in the basement. Edward is sure he sees someone in the room above. Once the rubble clears, you have to switch to the next disc.

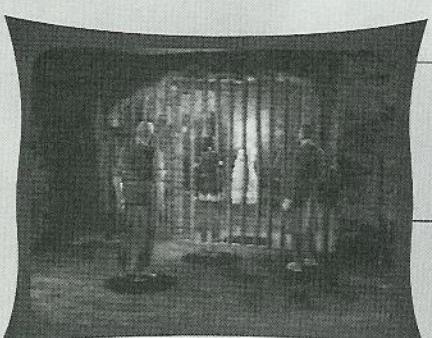
Little do they know of the trap that awaits them.



Checking the bars triggers another short movie. This time, the ghost of a young girl named Charlotte tells you that you are doomed to remain in this prison cell. Once the cutscene ends, a battle begins against a Nobleman.



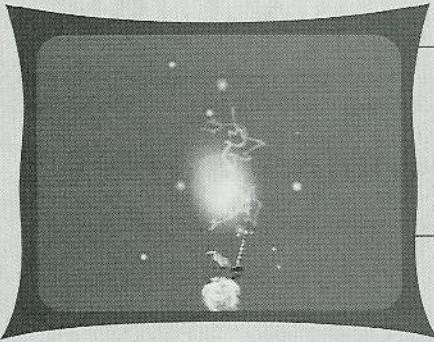
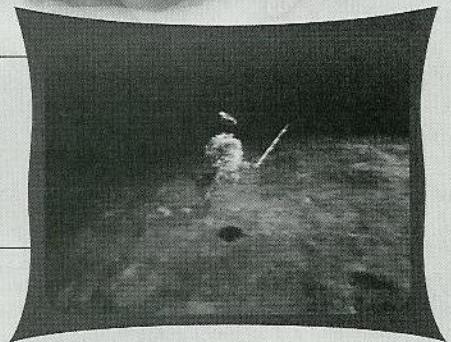
The floor gives way, sending everyone to the basement.



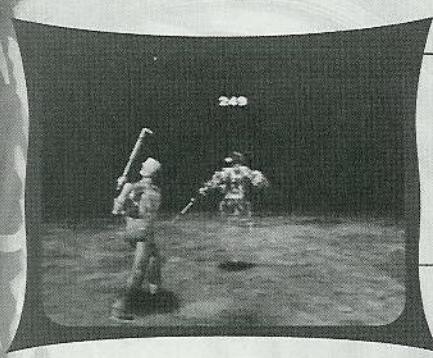
This young ghost appears to relish the thought of your death.



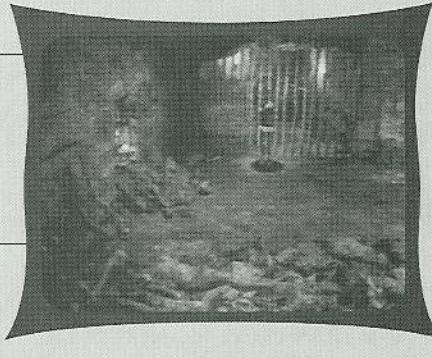
The battle against this monster isn't that difficult, if you attack the right way.



The monster's own spells are mainly ineffective against Koudelka.



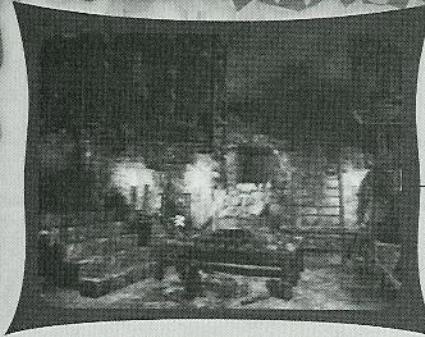
While Edward attacks with melee weapons, have Koudelka hit it with spells.



When the battle is over, the wall tumbles down, opening the way to the next room.

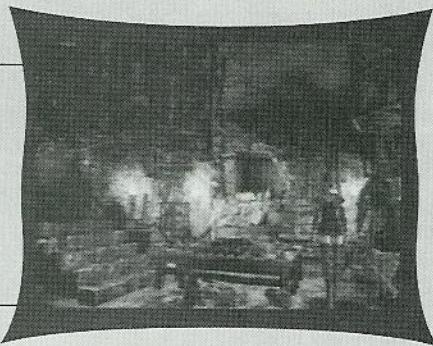


Dungeon Crawl

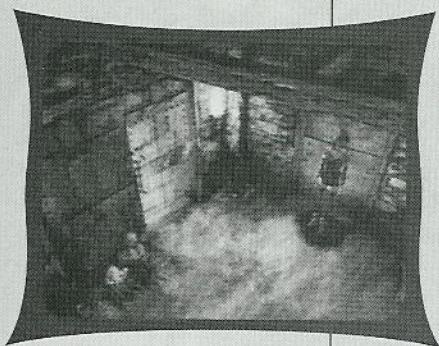


Explore the torture chamber to find a mace and a pair of knuckles.

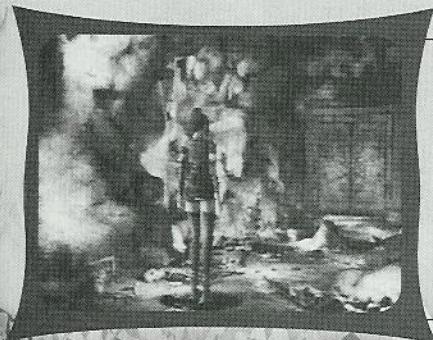
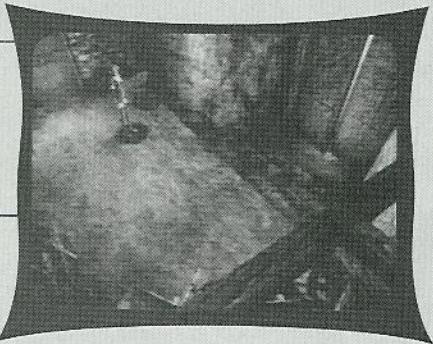
Be sure to look at the rack in the middle of the room, then leave through the door.



In the next room are the bodies of two little girls. They hold the Green key, which you need. However, there is no way to fight them now. Instead, go through the door across from them.



Head through this door across from the bodies of the two girls.



Check the dead body and the box next to it. You'll find some whiskey. When you are ready, go through the door at the end of the hall.

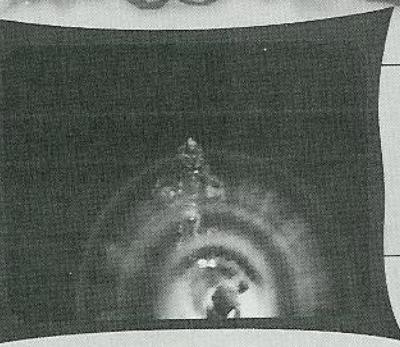
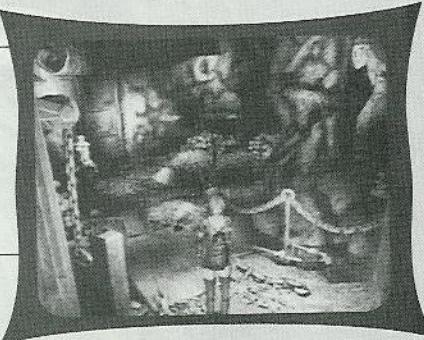
This door takes you into the Acid Tank area.





Without the proper container, you can't get any Acid. You have to come back later.

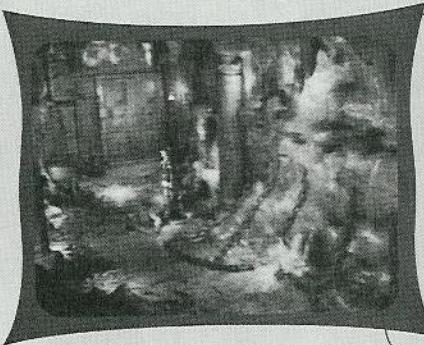
Walk around the tank until your visual perspective changes, then head straight down.



Expect to be hit by spells often. Keep your group healed up whenever you can.

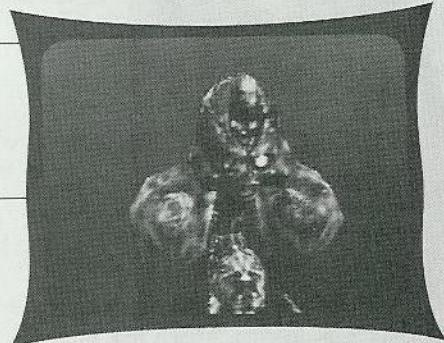


Approach the Shrine for a new battle against a Mad Fly.

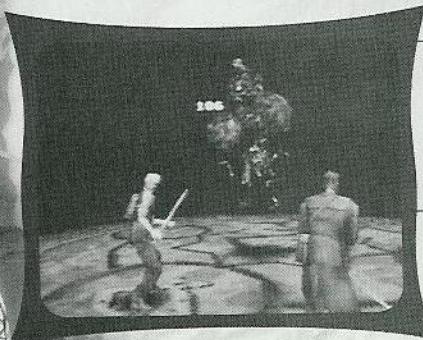


Go back through the Acid Tank area to the door opposite where you entered. Go through to the corridor and get the pistol rounds before leaving through the next door.

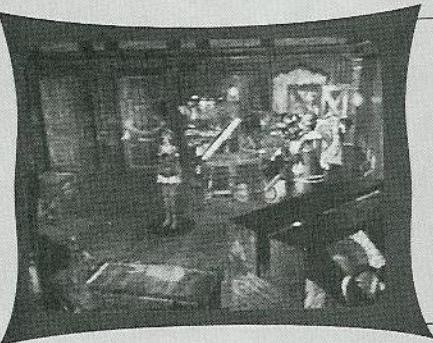
This creature is incredibly powerful, both physically and magically.



However, earth-based weapons work very effectively against this monster.



Another cutscene plays as you enter this treasure room. The room appears to be laden with goods, and James is convinced that this is the reason there are so many dead "thieves" in the abbey.



This treasure room contains several important items. Get the bowgun, the bowgun arrows, and more pistol rounds. The door on the right is locked. Go through the one on the left.

Dungeon Crawl

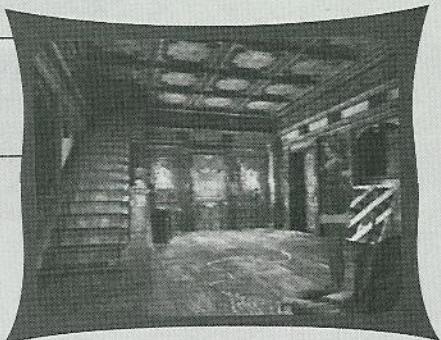


Examine the wall next to the door where you entered. There's something behind this plaque, but you can't get it yet.

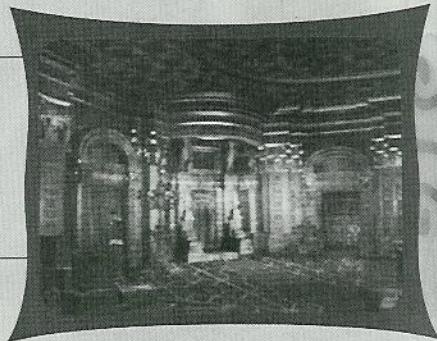


Get the Lion statue and the note from the Teddy Bear as well.

Head up the stairs to the first floor.



At the top of the stairs, notice the strange markings in the corner.



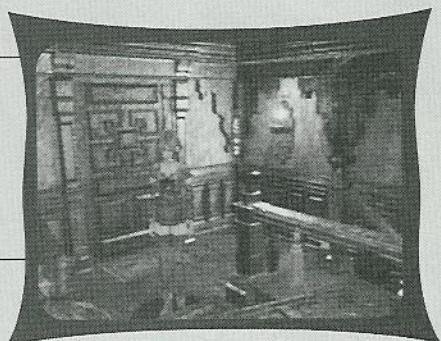
Read		
Koudelka	Edward	James
LV 13	LV 14	LV 13
HP 324	HP 1225	HP 464
MP 11	MP 1	MP 1

"Old Letter"

It reads:
"He performed the SECRET experiment
to forget the PAIN of love.
May all PEOPLE be saved by
God's divine LIGHTS."

The note appears to be gibberish, but it will make sense later. Go through the other door after you have read the note.

Be sure to get the High Listel from this crate before you go through the door behind you.



The next room holds several important items. The first is this Stone Tablet on the back wall.



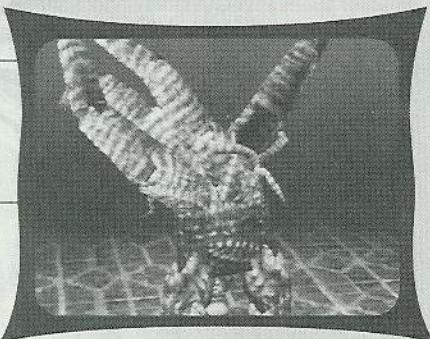


Stepping onto this Shrine triggers an attack by a Dark Young!

With the creature dead, you can save your game. You may want to go back down the stairs and collect the Goat statue first, though.



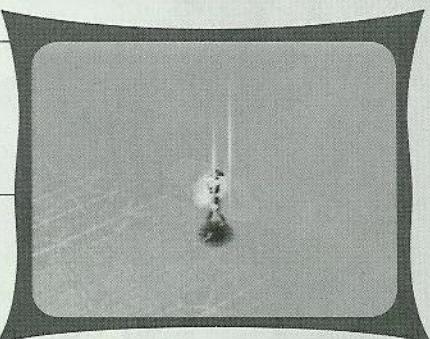
This is the most serious combat you have entered yet.



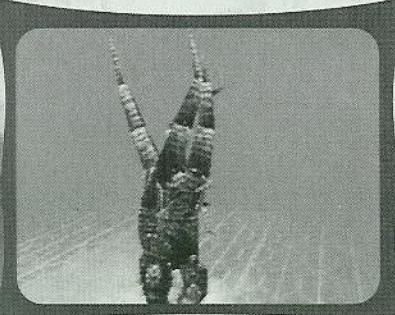
The Megalith spell is worthless against this creature, as are most earthbased weapons. Instead, attack with Tornado and air-based weaponry.



You will spend a lot of time healing in this battle.



Keep hitting the monster with the Tornado spell. When it finally dies, get the Evil horn.



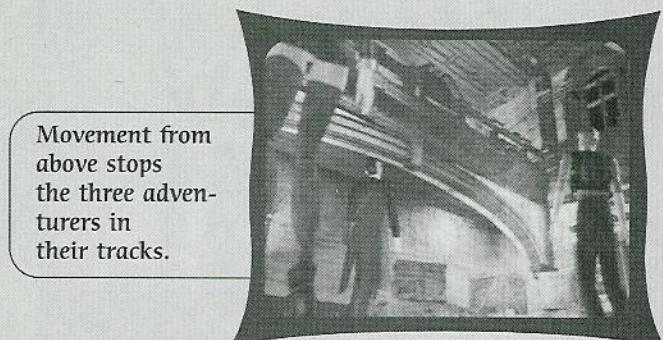
Stained Glass

The Red Glass part in your inventory is only one of five such pieces in the abbey. You need to find all five to allow for further exploration, and this is your current goal. It's a time-consuming process, but when all of the pieces are in place you will have more answers. You'll also have even more questions.

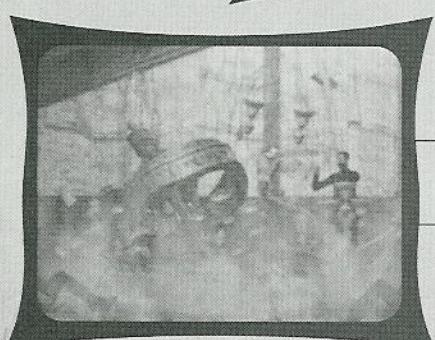
Go through the door near the Holy Water Font and into the hall. As you do, there is another short cutscene. As the three walk forward, a man on the balcony above them shoots down a chandelier, which falls and almost kills them. An item tumbles out of the chandelier.



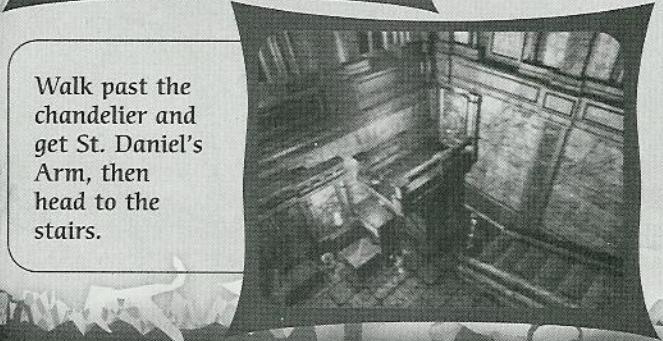
The hall is a lot more dangerous than it appears.



Movement from above stops the three adventurers in their tracks.



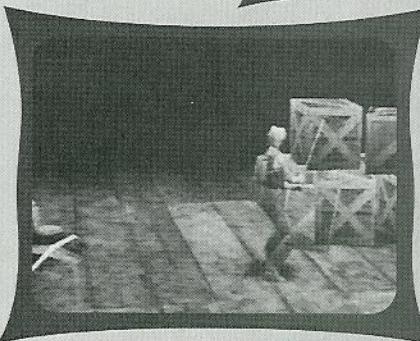
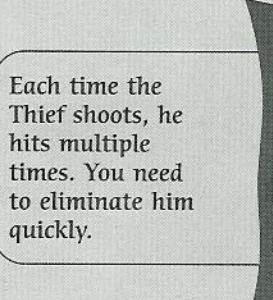
Someone is trying to kill them!



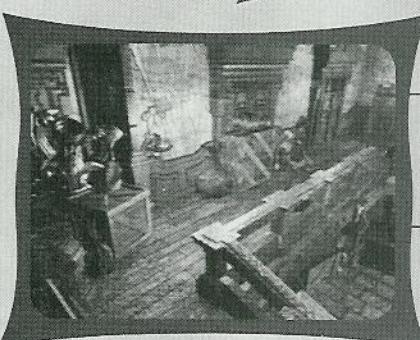
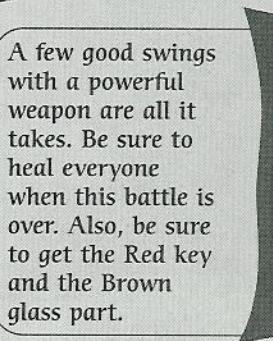
Walk past the chandelier and get St. Daniel's Arm, then head to the stairs.



When you reach the top of the stairs, the man who caused the chandelier to fall attacks.



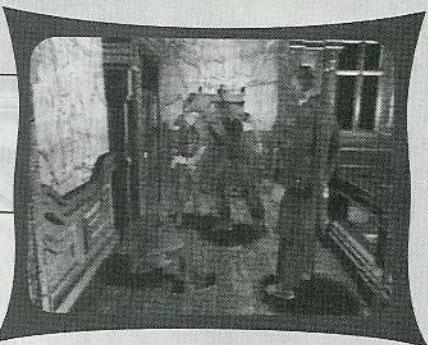
Before Edward can get to the Thief, you have to destroy these obstacles. Edward needs to approach him, because spells don't work on the Thief.



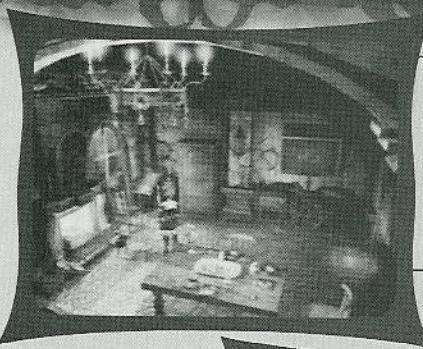
After the battle, approach the man and talk to him.

When you talk to the Thief, whose name is Elias, you find out a few important things. The first is that James is still biased against immigrants. The second is that while Elias did cause the chandelier to fall, he hasn't killed anyone else, or so he claims. Third, Elias tells you the two caretakers are the real killers, and they go after their victims with an axe. While Edward believes Elias, he's decided not to let him live and shoots him in cold blood.

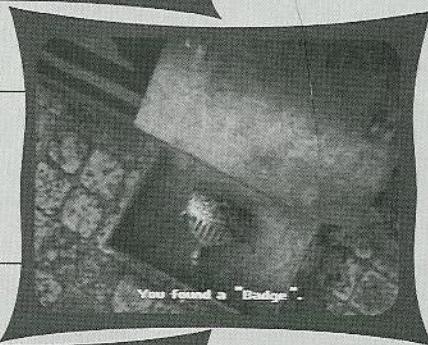
The Thief confirms your worst fears about the caretakers.



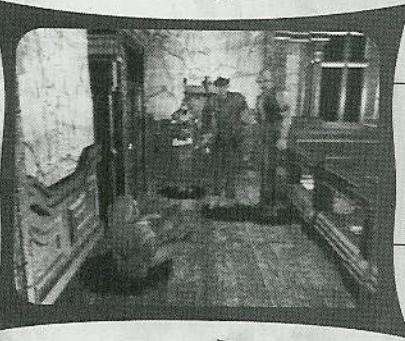
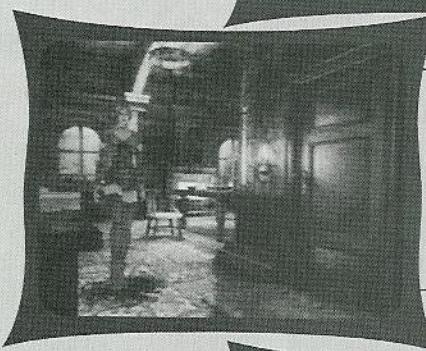
In the living room, get the Dragon statue from the table, then investigate the tables behind you.



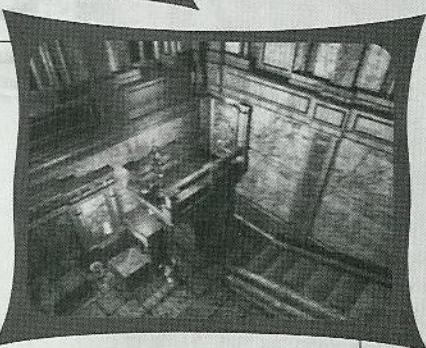
A Badge is in a drawer in the table. Have someone wear it for extra protection.



Walk past the table, get the rifle rounds, and walk through the door to the right.

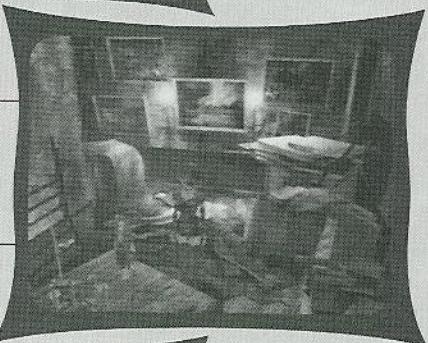


Edward kills the Thief to prevent any further attempts on his own life.

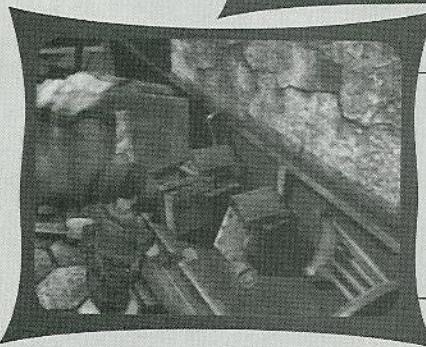


After you get the remaining items near the Thief, head back downstairs. Climb the boxes to this strange door near the stairs and throw back the bolt before going through. It leads to the straw storage area of the caretakers' quarters—it's the door you couldn't open near the start of your adventure.

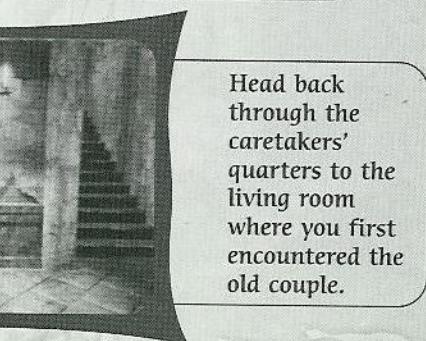
Get Valna's Doll from the table, then investigate to the right.



A Mask sits on this bench. Retrieve it before investigating the pictures on the wall.



When you look at the pictures, Koudelka discovers that all are of the *Princess Alice*, a pleasure boat that sank in the Thames. Koudelka has a psychic vision and sees the bodies of those who died in the accident.



Head back through the caretakers' quarters to the living room where you first encountered the old couple.

Stained Glass



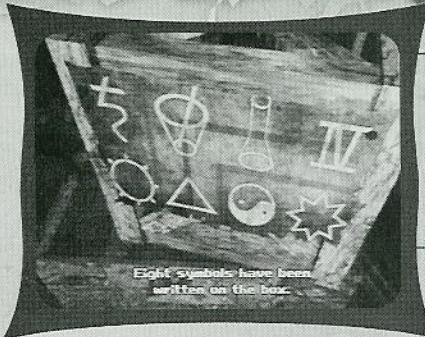
Koudelka investigates the paintings.

Who would have paintings of a tragic boating accident? And why would they want so many of them?



age room containing all the treasure. The Red key allows you to enter the locked room. You throw away the key once you open the door.

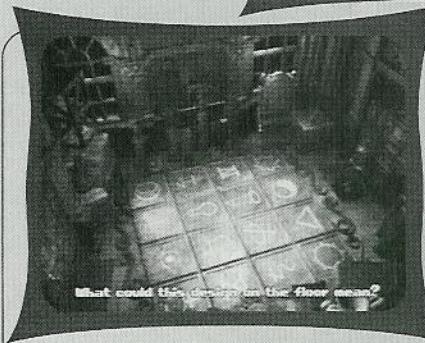
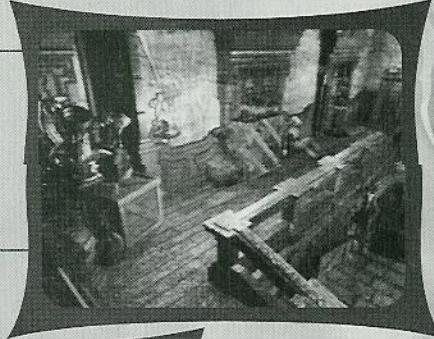
When the cutscene is over, take a long walk. Head back upstairs and into the hall where the chandelier fell. Go through the Holy Water Font area and back into the basement and the underground stor-



Eight symbols have been written on the box.

Look at the markings on these crates. You'll need this information soon.

Return to where you fought the Thief and go through the door he is slumped next to.

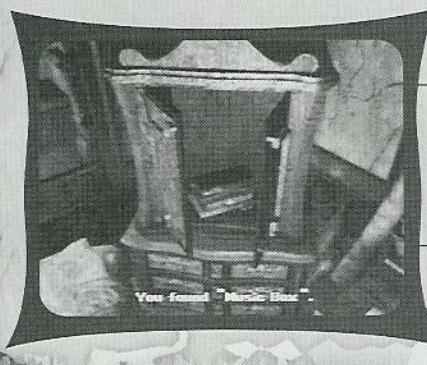
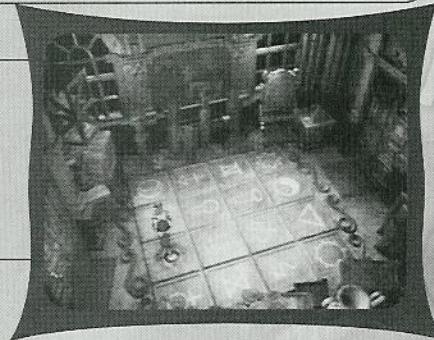


As you enter, you see strange markings on the floor. They remind you of the markings on the crate and in the corner near the stairs where you found the Goat statue.

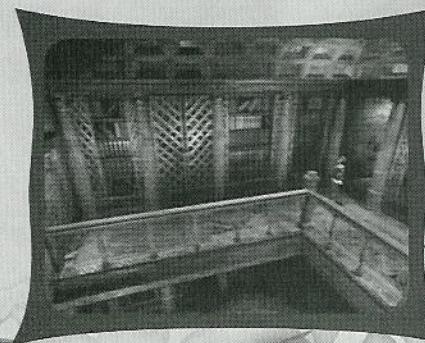
Follow the path, walking carefully on the symbols marked in red on the crate, then on the four symbols from the inscription on the wall. This opens the door.



You must touch only those eight symbols. If you step on others, the door will not open.



A Music Box sits in the cabinet here. Get it and the pistol rounds on the nearby table.



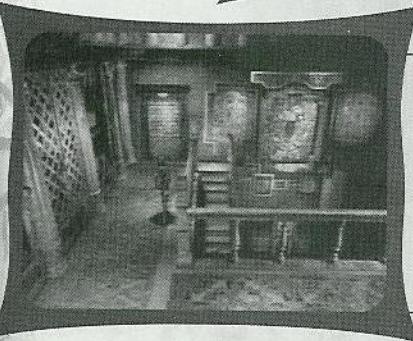
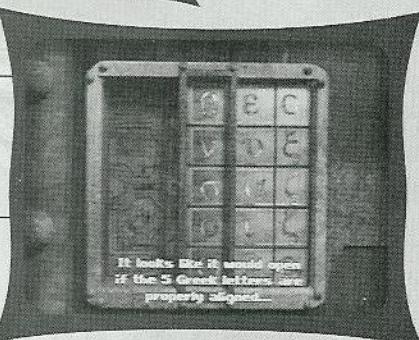
After you go through the door, go left to the next door and enter through it.

KOUDELKA



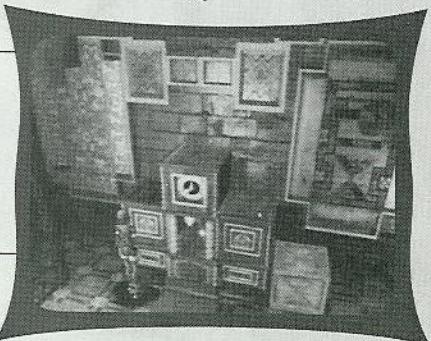
Get the Ochre glass part on the table, then explore the bottom of the screen.

A unique device locks the chest here. You can't open it yet.



Go back into the hallway and walk around to the stairs. The door has been walled off, so you need to find another way in.

There are some rifle rounds near the clock. Get them, then go right to the door.

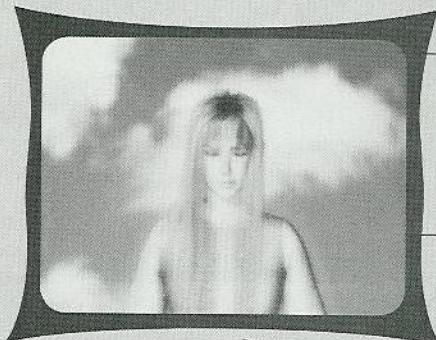


As you enter the next room, Koudelka has another psychic vision.



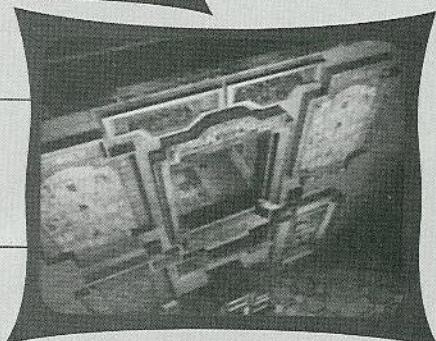
Koudelka's psychic powers activate in response to strong emanations...

Koudelka's vision is very disjointed and confusing. She sees flashing bizarre images of symbols making some type of pattern. More significantly, she gets a vision of a woman, apparently the one who summoned her here. She also sees a strange sight—a door opening above the clock in the hallway outside.



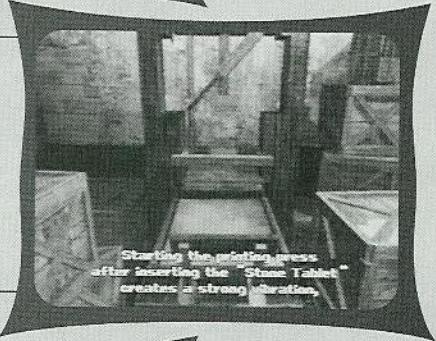
This woman is the reason Koudelka has come to the abbey.

Perhaps there is a way to open this door above the clock.



When the vision fades, investigate the printing press at the bottom of the screen.

Insert the Stone Tablet you found earlier and use the press. This gives you a new, better map and reveals a secret door behind you.

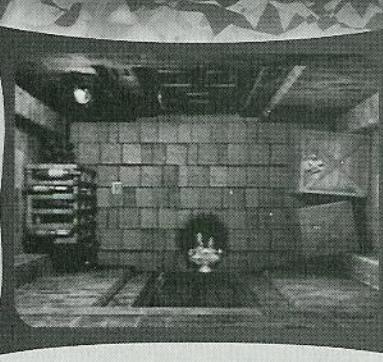


Starting the printing press after inserting the "Stone Tablet" creates a strong vibration.



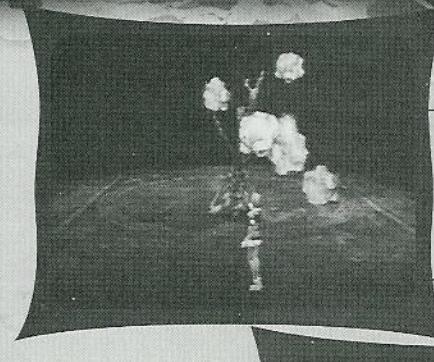
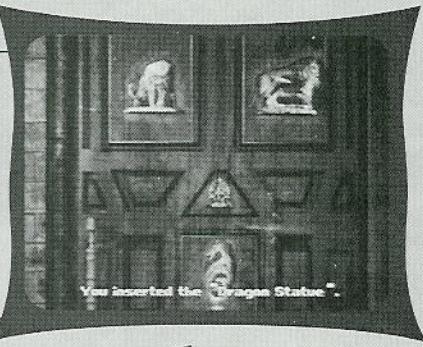
Skip the secret door for now. Instead, go to the door in the middle.

Stained Glass



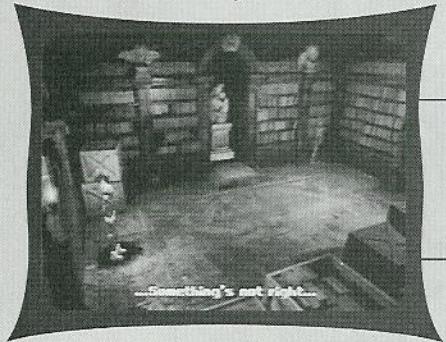
Get the rifle rounds and the Blue glass part, then investigate the door.

The three holes in the door correspond to the Goat, Lion, and Dragon statues you have. Insert them and the door will open.

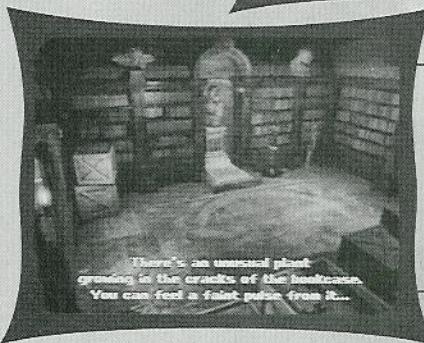


The Chimera concentrates mainly on attacking you with spells.

Keep up the spells. When the Chimera dies, get the Icon's Crown.

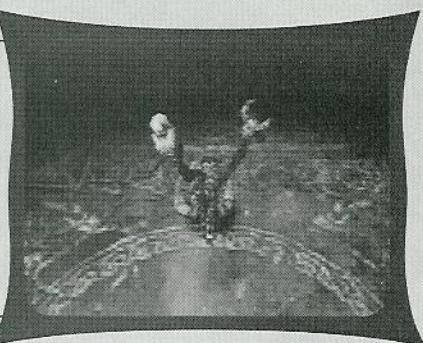


Prepare yourself for another tough battle when you enter this room.



After you save your game, step off the Font to the right and look at the unusual plant here.

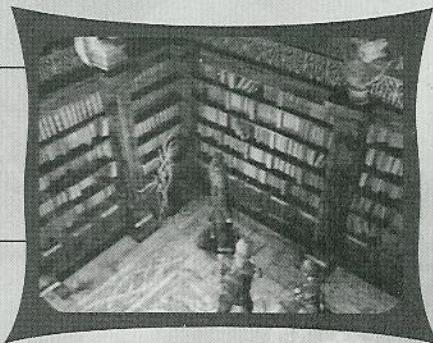
Stepping on the Altar in the back of the room triggers this battle. The Chimera is very powerful, but it is susceptible to your Geyser spell.



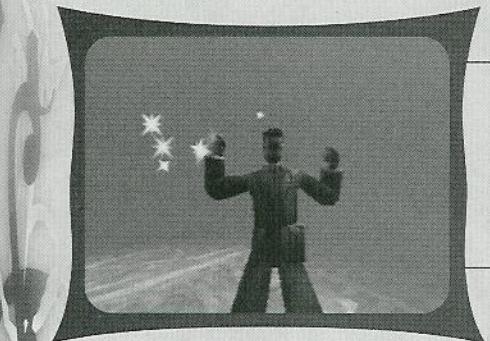
In another short cutscene, James appears to be very interested in the bookcase but seems upset that something he's looking for isn't there. It appears he is looking for something important.



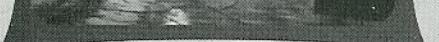
James searches for something but doesn't find it in the bookcase.



Go back to the printing room and through the secret door. There are bowgun arrows here, and you definitely need the Disc at the far end of this secret passage.



Hurl magic at every opportunity. You may even consider having Edward cast a few spells.

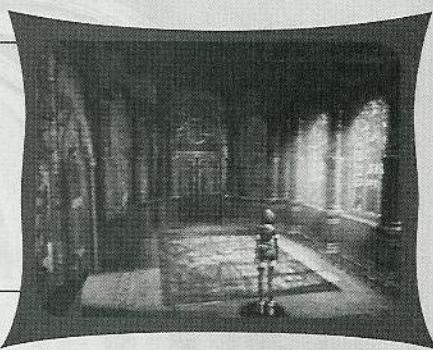


KODIKA



Head through this strange hallway. You can't go through the gate, so head all the way to the left.

Enter the nave and get the Relief piece from the middle of the floor, then return to the clock.



Climb up the side of the clock and look at the mural.

The mural is missing a piece, which you just picked up from the nave. Put it in place to open this door, then climb in.

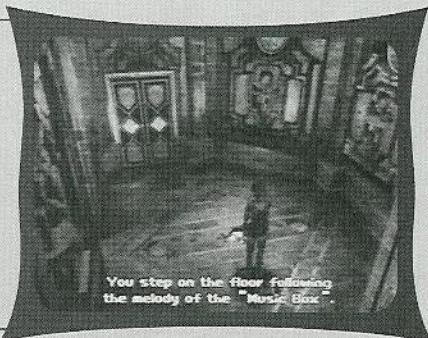


You see a large relief with a piece missing in the middle.



As you enter the next room, the Music Box you found in the Thief's hideout begins to play.

Step on the symbols to re-create the tune of the Music Box. The pattern is: right symbol, left symbol, top symbol, bottom symbol. This unlocks the door and destroys the Music Box.



You step on the floor following the melody of the "Music Box".



Stained Glass

As you enter the newly unlocked door, a strange, short cutscene begins. The three adventurers enter the room and discover a Mummy in a coffin. The Mummy suddenly sits up and speaks before falling back again.

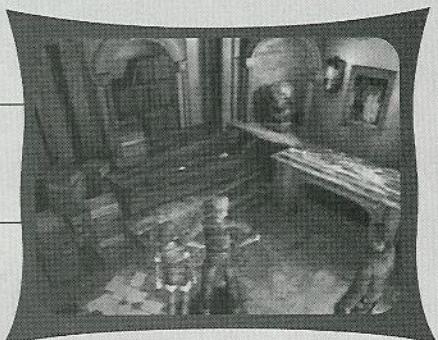
This Mummy has seen better days, but he's still got a trick up his sleeve.



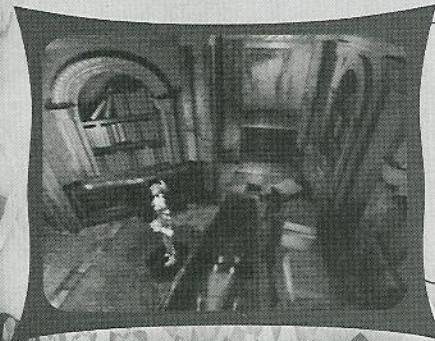
Something the Mummy says reveals much about James.

When the cutscene ends, a second one begins. James is infuriated by something the Mummy said. James finally admits why he is in the abbey—he has been sent by the Vatican to retrieve something called the *Emigre Document*, which holds information on the creation of life. It was stolen from the Vatican by the owner of the abbey, a man named Patrick Heyworth.

The mystery of James's presence is finally solved.

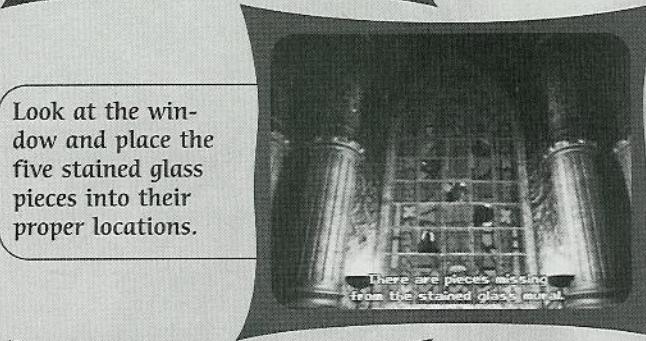


When the cutscenes are over, get the Green glass part from the floor, then go back for Charlotte's Letters. Then move on to the nave.



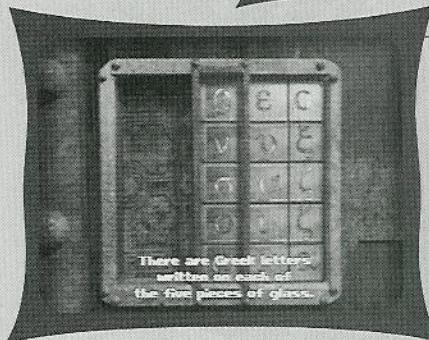
Church, Left Nave, Stained Glass Room

Enter the door to the side of the nave to find the stained glass room.



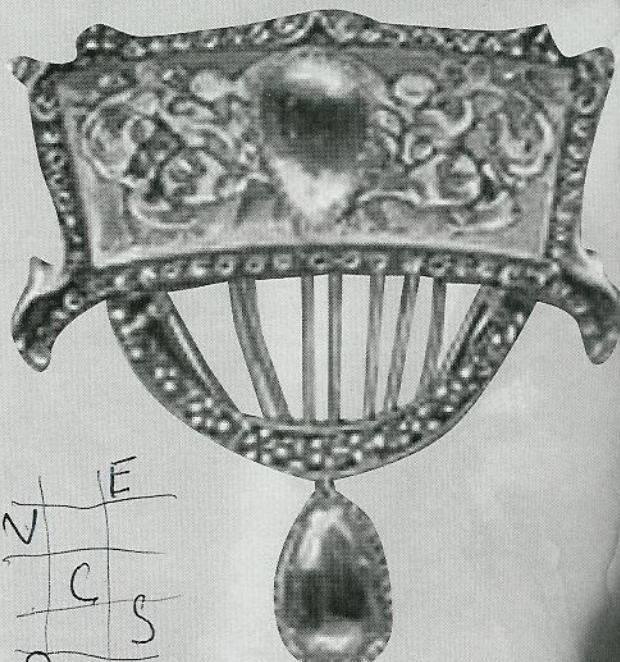
Look at the window and place the five stained glass pieces into their proper locations.

There are pieces missing from the stained glass mural.



There are Greek letters written on each of the five pieces of glass.

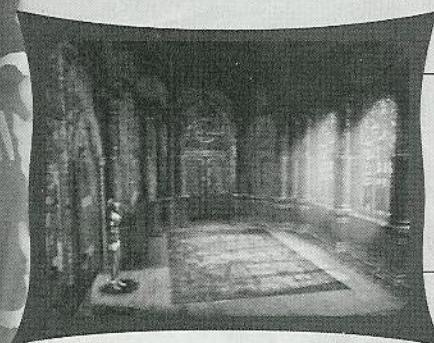
Not only have you unlocked the other door in the nave, you have the combination for this safe when you return to it.



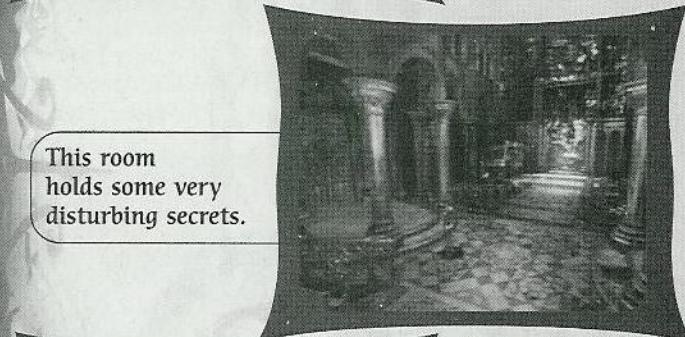
E
V
C
S
P

Alone in the Arbor

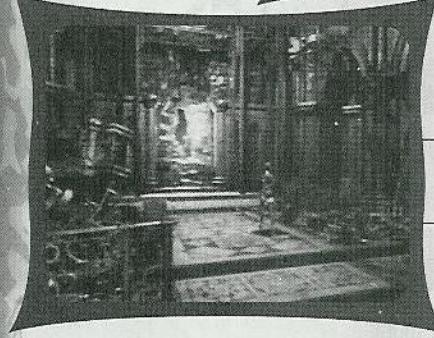
Koudelka spends most of this section of the game by herself. This means some difficult combats, because she doesn't have Edward and James to protect her while she casts her spells. This section provides answers to many important questions, and you get much closer to the final evil behind Nemeton Abbey.



Return to the nave. With the stained glass pieces in place, you can enter the door at the back.



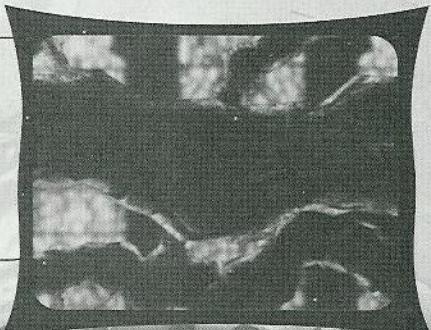
This room holds some very disturbing secrets.



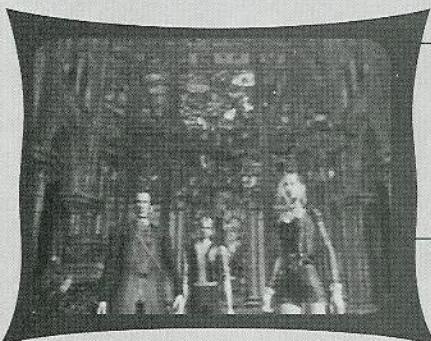
Walk toward the strange blue light.

When you approach the pale blue light, you are treated to another short cutscene. This entrance to the sanctuary has been blocked by a large, wildly growing plant, so you need to find another way in.

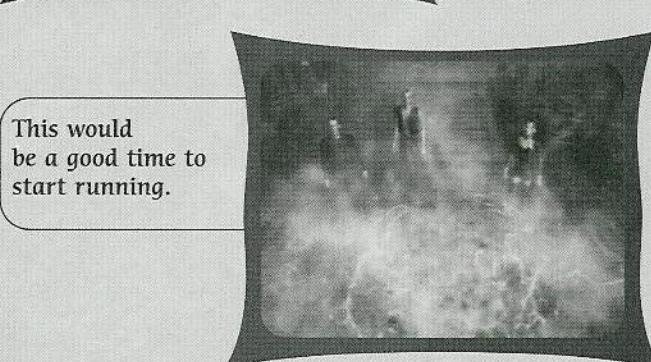
Something is growing in the sanctuary, and it's preventing you from going in.



As you head toward the other end of the room, another cutscene starts. As the three approach the doorway to the inner grounds, the bells in the church start ringing uncontrollably. This summons a very large, angry, and powerful gargoyle! The three run for their lives. James and Edward flee back the way they came, and the wall crumbles behind them, while Koudelka remains trapped inside.



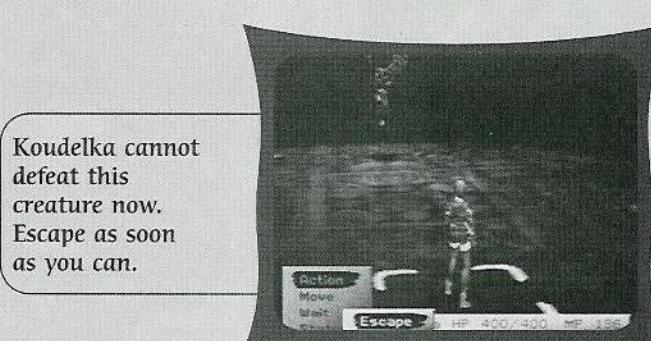
The wild ringing of the church bells signals something very evil coming.



This would be a good time to start running.

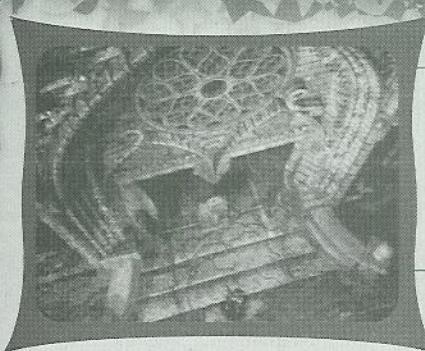


The Gargoyle is not happy to be here, but he's very pleased he has a ready-made victim in Koudelka.

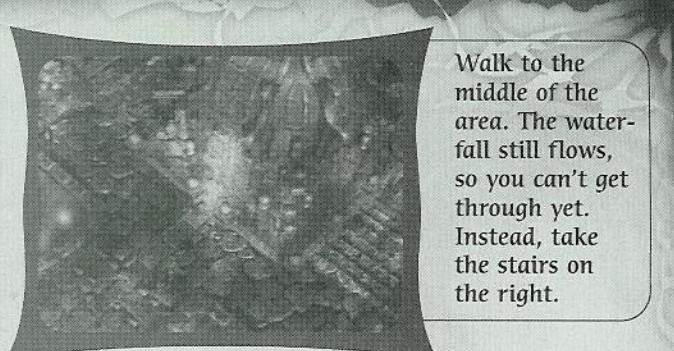


Koudelka cannot defeat this creature now. Escape as soon as you can.

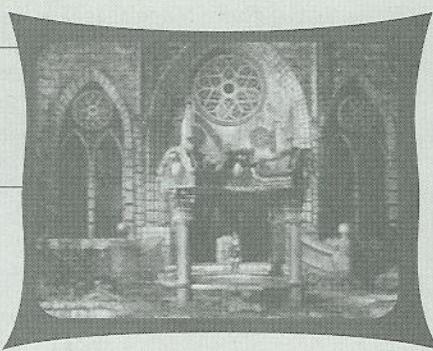
Alone in the Arbor



When you escape, Koudelka is alone in the inner grounds. Walk forward and swap to disc three.

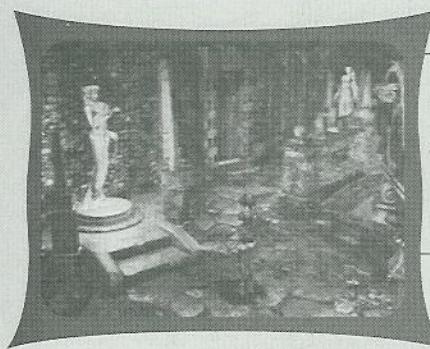


Walk to the middle of the area. The waterfall still flows, so you can't get through yet. Instead, take the stairs on the right.



Walk to the right toward Patrick's quarters.

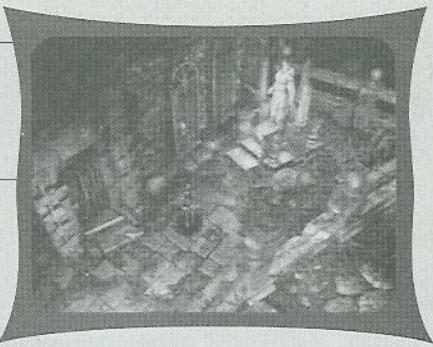
Save your game here. Once you find the last statue and place the Icon's Crown on it, you will not be able to use this save position again.



Approach this statue and place the Icon's Ring on it. The next statue is visible in the background.

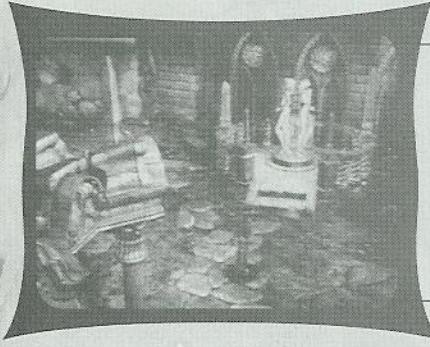
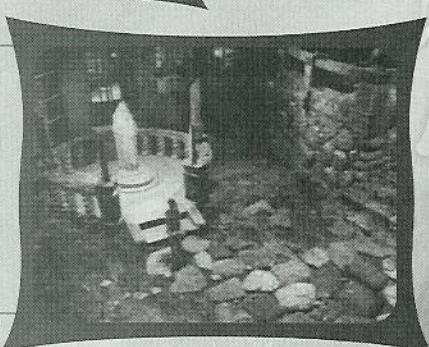


Go left from the fountain.

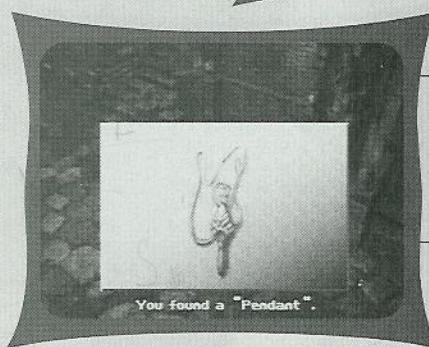


The Icon's Necklace goes on this statue.

The Icon's Crown goes on this statue. This stops the water flowing in the fountain, and it also rewards you with a necessary item.

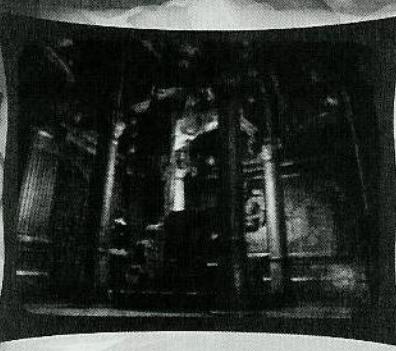


Walk back toward where you entered this area and over to the other side. When you see this statue, approach it and place the Icon's Earrings on it.

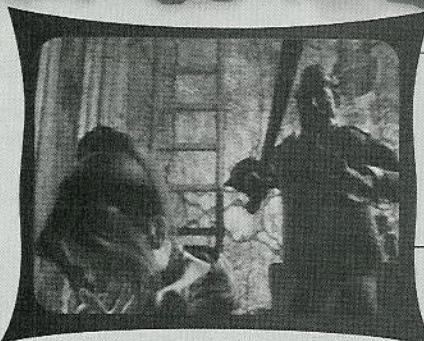


Return to the fountain and get the pendant. You will need it later on.





With the water stopped, you can enter the small building in the middle of the grounds. A disturbing sight greets you.



While she is occupied, Ogden sneaks up behind her to knock her out.



Go down the ladder to the basement.

You see dried spots of blood
here and there.

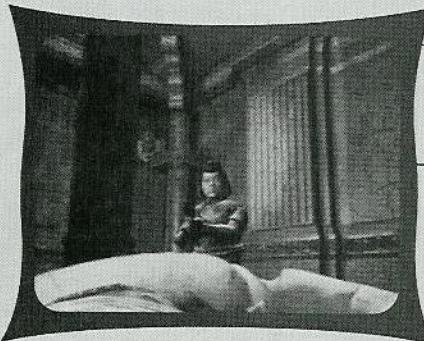


Something very wrong has happened here.

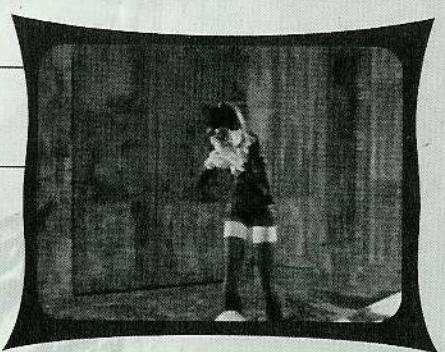
Things can't get much worse for Koudelka right now



Rescued by
an unexpected
savior.



Once you climb down the ladder, you view a long and important cutscene. Koudelka has a series of visions about the horrors that have occurred here, and while she is occupied, someone knocks her out from behind. When she finally comes to, she is tied to the guillotine she saw in the room above, and Ogden, the caretaker, is sharpening an axe.



The visions stun Koudelka.

Bessy doesn't want to live without her husband.



Alone in the Arbor

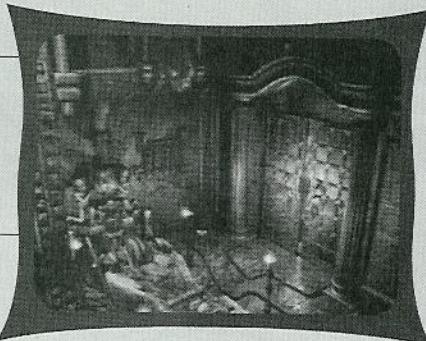


When you look closer, you see it's a "Blue Key".

Examine Bessy's body to retrieve the Blue key.

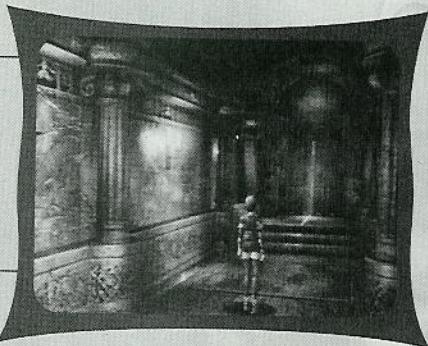


Go through the door on the room's opposite side.

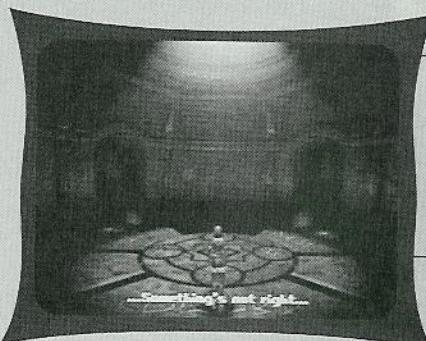


Return to the basement and examine the area above the rack.

There is nothing important in this corridor. Cross it and go through the door at the other end.

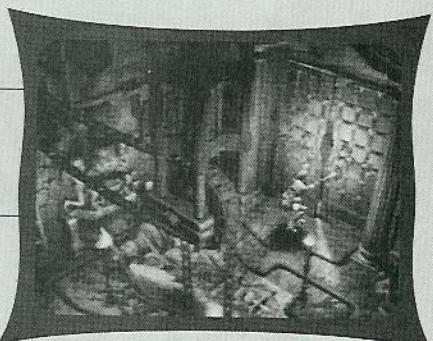


Get the bottle of blood from this small altar.



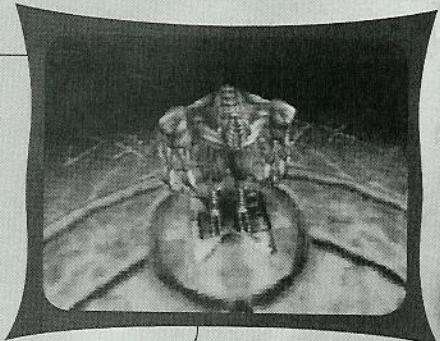
It looks like another battle, and for this one, Koudelka is alone.

Examine the door next; Koudelka, James, and Edward are briefly reunited. The two men are on the far side of the door, which is wedged shut. The three agree to meet again in the printing room back in the library. Koudelka must find another way to get there.

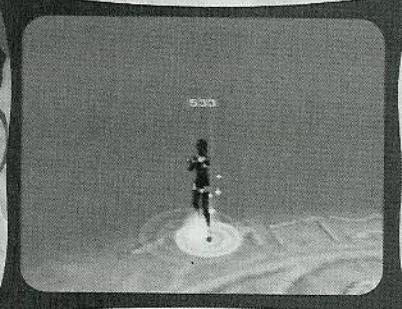


Try as she might, Koudelka can't budge these doors.

This creature, named Gug, is incredibly powerful physically. Koudelka needs to use her best spells to keep him away.

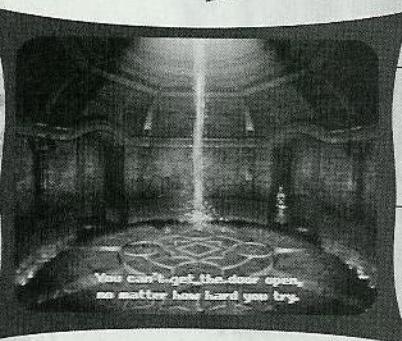
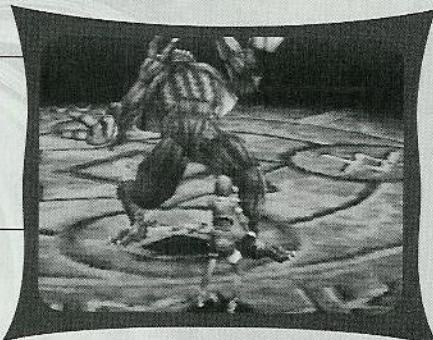


The Tornado spell works effectively against Gug. Use it whenever you can.



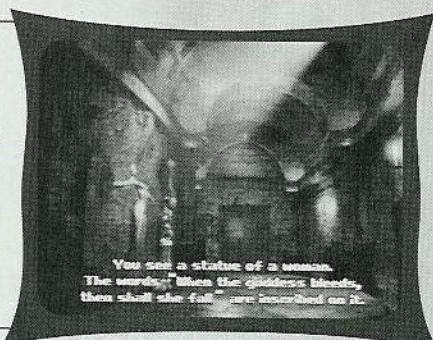
Because Koudelka is alone, arm her with items that give her a lot of hit points and boost her magical abilities. You will have to heal frequently.

After a bunch of Tornado spells, Gug finally dies. Save your position now.

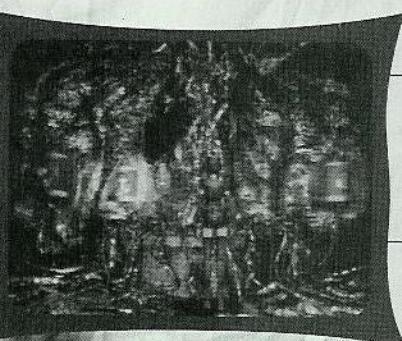


The door on the right will not open no matter what you do.

Go through the other door to this small hallway. Examine the statue and use the bottle of blood on it to open the path to the Altar of Darkness.



Inside the Altar of Darkness a strange, twisted creature speaks in riddles.

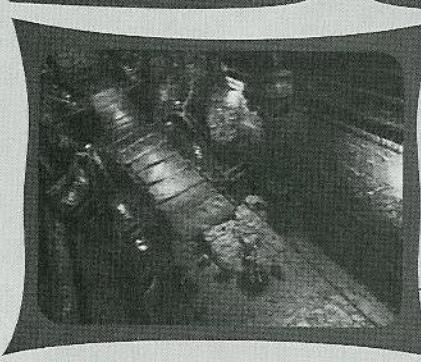


Note

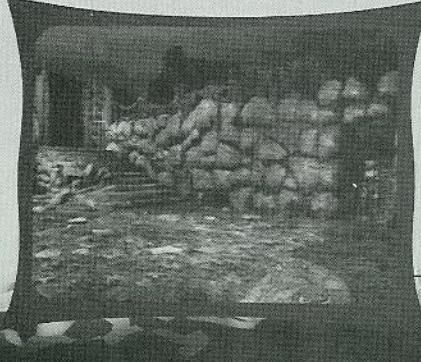
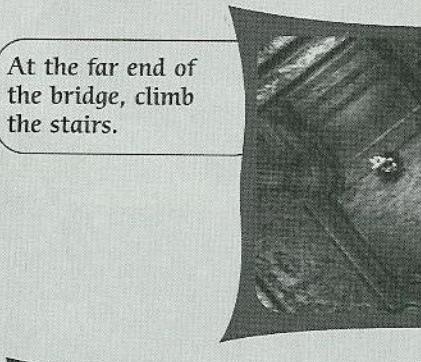
The creature in the Altar of Darkness offers 16 different hints. To get them, enter the room, speak with it, and then leave. To receive additional hints, leave the room and re-enter before speaking with the creature again.

The hints are as follows:

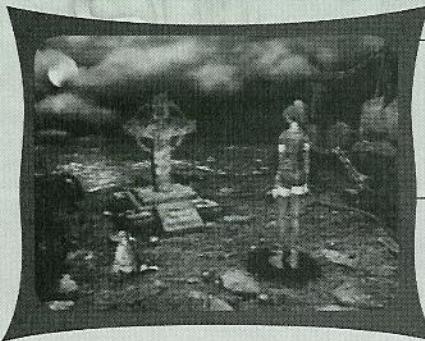
- Patrick...how could you do this to me?
- Pipe organ...move...go below....
- The graveyard...St. Daniel's grave...and the grave of the girl....
- Vigna and Valna...just want their dolls....
- If you want acid...get empty bottle...Patrick's laboratory....
- Must stop...the star that Charlotte leaves behind... or the flare....
- Daniel's arm...holy strength....
- Where is the pendant you dropped?
- If you have the research diary... the *Emigre Document*...Roger.
- If you go...fourth, floor...hidden...sacred....
- I just worked here...Patrick...hired...me....
- The pair of dolls...the woman turns her back to him....
- If you sound the disc...the last of Patrick's experiments....
- They can be seen only in the dark...hidden doors...hidden books....
- Soon...you will meet them soon....
- That woman...wrote many letters for children...but never delivered....



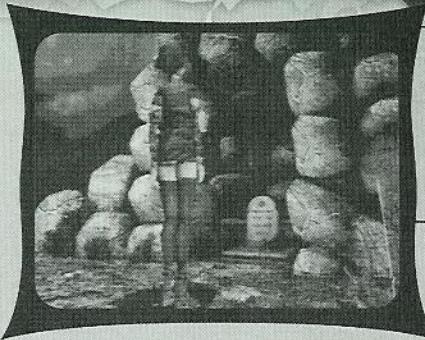
Go back into the hallway and through the next door. Cross this bridge when you come to it.



Alone in the Arbor

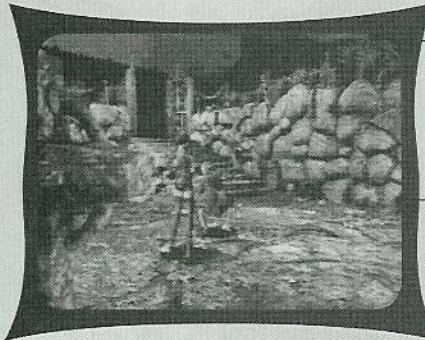


Here is St. Daniel's grave. Get Vigna's doll to the left, then pray here.

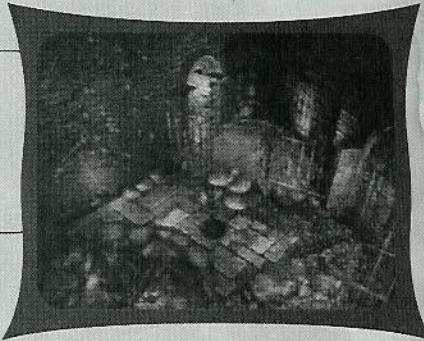


Pray at Charlotte's grave to avoid having to fight Charlotte eventually.

When you pray in front of St. Daniel's grave, someone you have met before visits—the mummy in the coffin who spoke of James. The zombie introduces himself as Roger Bacon, a famous warlock of many years ago who has somehow survived all this time, probably by dabbling in terrible secrets. He tells you that he will leave the gate in the triangular hallway above unlocked for you.



Roger is a unique individual, but at least he's not trying to kill you.



Go up the stairs and through the gate, then turn right. Return to the printing room.

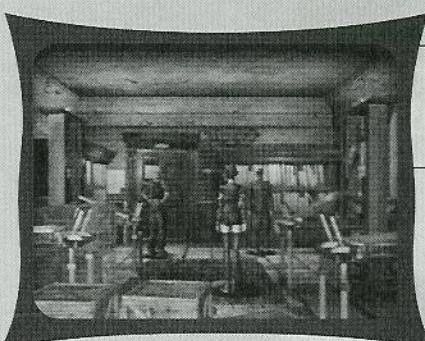
Go through the gate to find Charlotte's grave.



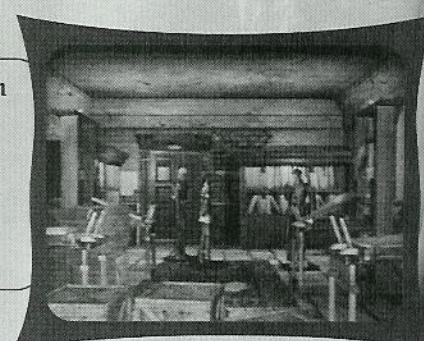
The three reunite in the printing room.



Charlotte's grave is under the arch in the back.

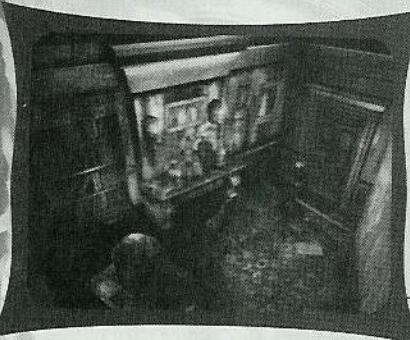


James reveals much of his past in this cutscene. It seems he has a vested interest in what happens here.



Patrick's Quarters

Now that the group is reunited, you can further explore Nemeton Abbey. You need to do something about the restless spirit of Charlotte, and you also need to enter Patrick's quarters to look for additional clues about the evil plaguing the area. You will be covering some familiar territory, but you will also fully explore where Patrick lives. You will find some definite answers here, and the questions you uncover will lead directly to solving the ultimate mystery.



From the printing room, go up to the office on the second floor.

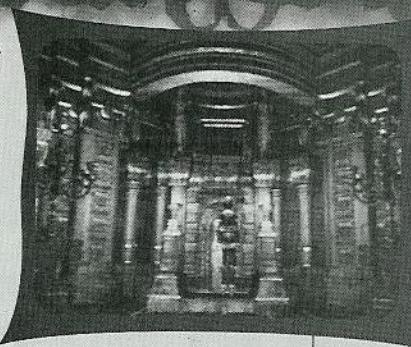
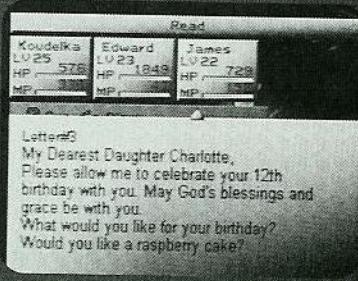
Return to the locked chest and it automatically opens.



Get the letters inside the chest.

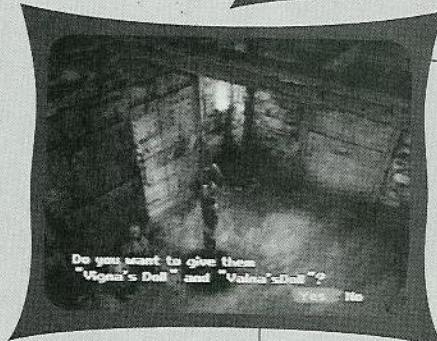
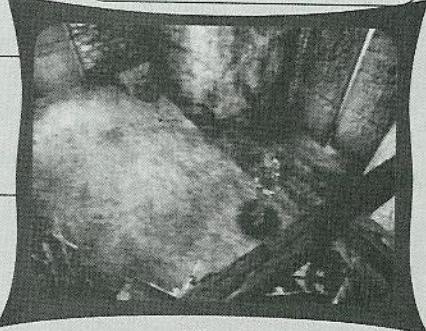
You found a sheaf of letters and a red box.

When you read the letters, you discover that Charlotte's mother, Sophia, was a prisoner, and that she wrote to her daughter frequently.

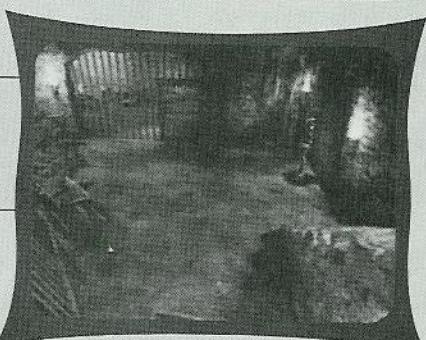


Take a long walk now, back to the underground area. The quickest way is back through the showroom and the storage room where the chandelier fell on you. You may wish to save at the Holy Water Font on the way.

Go to the room in the Dungeon where you saw the two girls' bodies.



Approach the bodies and try to get the Green key. If you give the girls their dolls, you will get it. Go through the door next to them using the Green key.



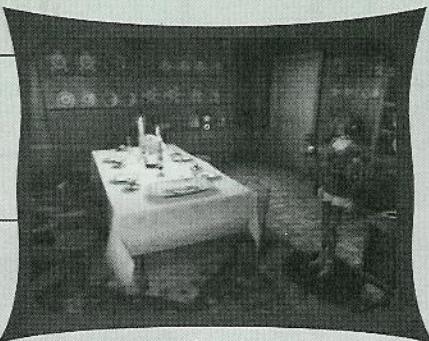
Pick up the potion in the corner, then go up the stairs.



Get another potion here, then go through the small door into Charlotte's cell.

Patrick's Qarters

Walk through this front room. There's still food on the table for some reason.



As you enter the next area, you are attacked by evil furniture!

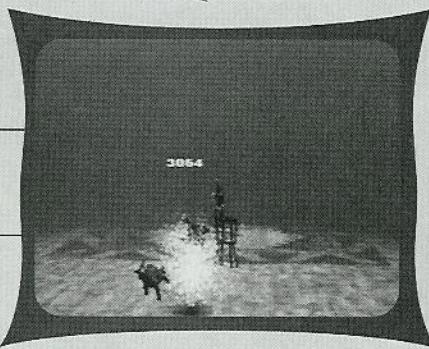
Suddenly, the furniture in the room starts to vibrate and space itself begins to twist.

This is a much more serious battle than it appears. The furniture pieces have a lot of hit points.



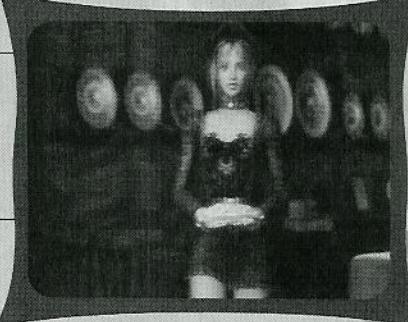
Use the Megalith spell on the bookshelves.

Geyser is very strong against the chairs.

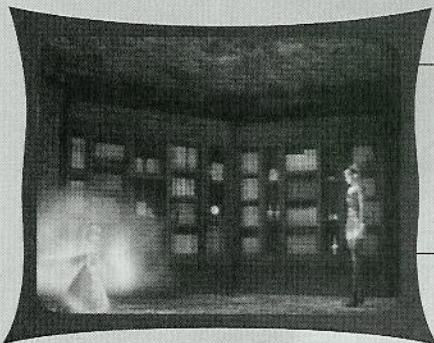


One of two things happens now, depending on what you have done previously. If you gathered the letters from the safe and prayed at Charlotte's grave, you avoid battle with Charlotte. She is so shocked that her mother truly loved her that she fades away, leaving behind the Flare brooch.

The spirit of Charlotte does not like being disturbed.

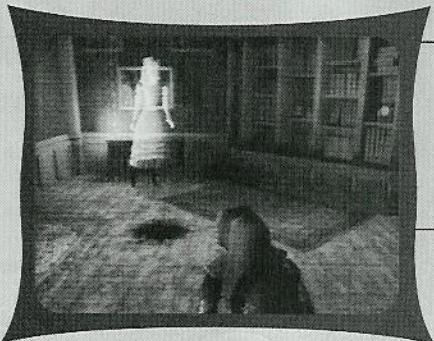


Showing her the letters from her mother causes a transformation in the ghost.



Charlotte still wants to fight, but she is unable to because you prayed at her grave.

If you did not pray at her grave or retrieve the letters from her mother, you see a short cutscene. Koudelka tries to reason with Charlotte, but the ghost will have none of it. She vows to kill the entire party and attacks.



The furniture has weakened you, but Charlotte's revenge is not complete.

Koudelka

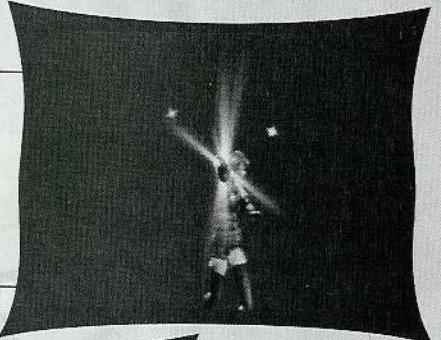
Koudelka tries to reason with Charlotte, to no avail.



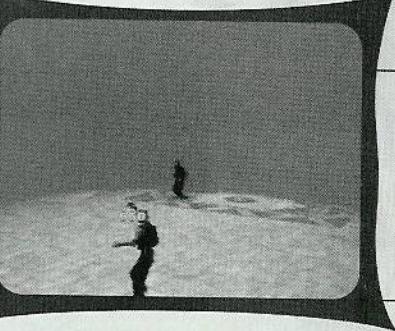
Expect Charlotte to attack mainly with spells.



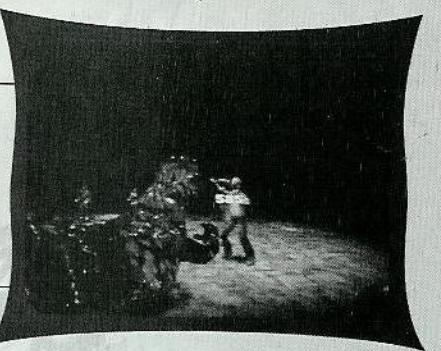
Retaliate with your own Geyser spell. Of all of your magic spells, it is the most effective against her.



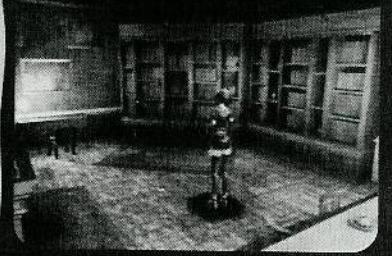
If you move Edward close to Charlotte, she mainly attacks him. Have James or Koudelka heal him often.



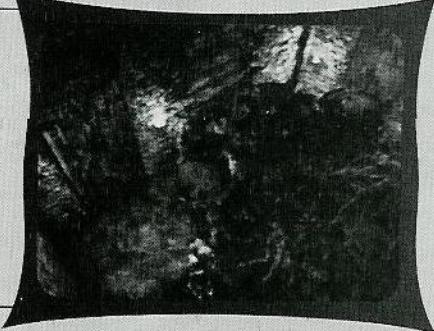
If he has a water-based weapon, Edward can attack Charlotte effectively.



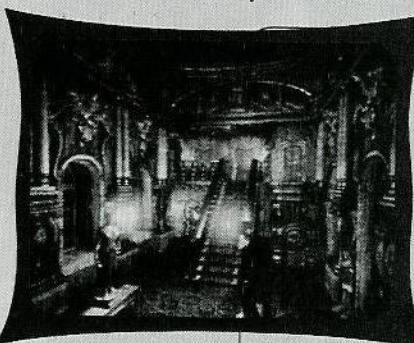
Regardless of whether you fight Charlotte or not, you need the brooch she drops. If you fight her, you get the Star brooch. If you don't, she leaves the Flare brooch.



Leave through the door from Charlotte's cell into the small corridor. Get the Listel potion and pistol rounds, then go through the door using the Blue key.

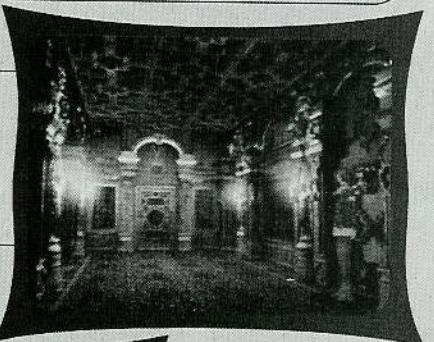


With the Blue key retrieved from Bessy's body, you can now enter Patrick's quarters. There you find more answers to the increasingly difficult and disturbing questions that face you. You encounter Roger again and find the spirit of Elaine.

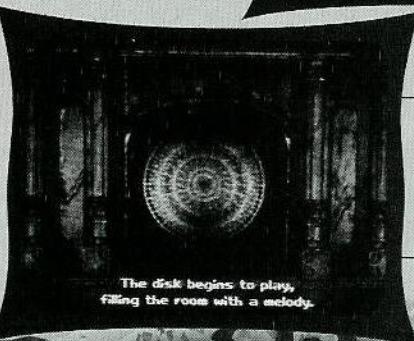


Patrick's quarters are very elaborate. Skip the stairs for now, heading past them to the door on the left. Go down to the bottom of the screen; unbar the door that leads out to the inner grounds.

In the gramophone room, walk to the left to find the machine.



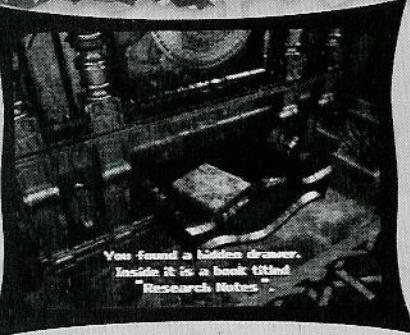
Place the disc you found on the gramophone; playing it reveals a secret drawer.



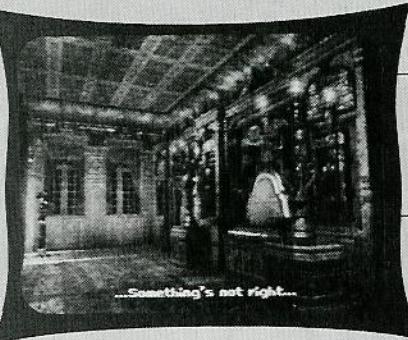
The disk begins to play, filling the room with a melody.

Patrick's Quarters

Get the research notes from the drawer. They describe the horrible tale of Patrick's attempts to raise Elaine's body from the dead.

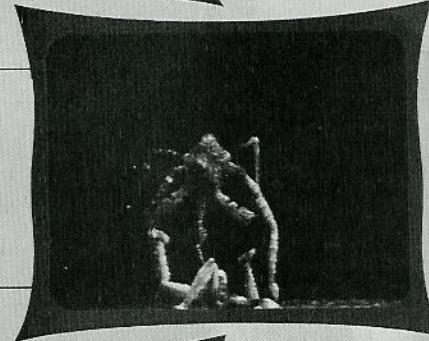


Hit the beast with your Flare spell as often as possible. You may need to heal Edward frequently.

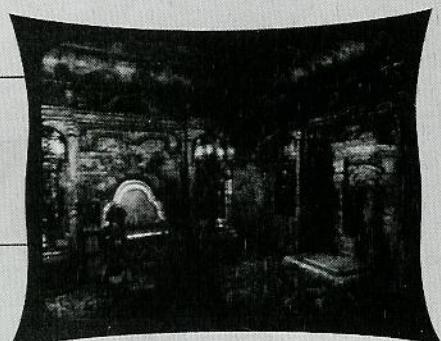


As you enter the next room, you realize that something is amiss.

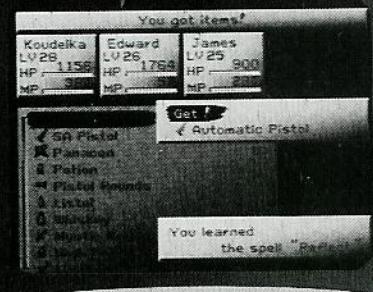
Even with frequent healing, Edward may fall. Keep hitting the monster with Flare spells to drive it away.



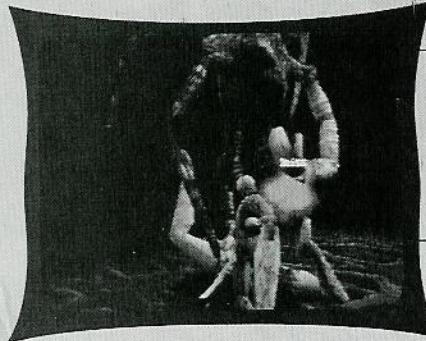
Walk onto the Altar to begin your battle against the Scapegoat.



When the battle is over, you learn your final spell: Reflect.

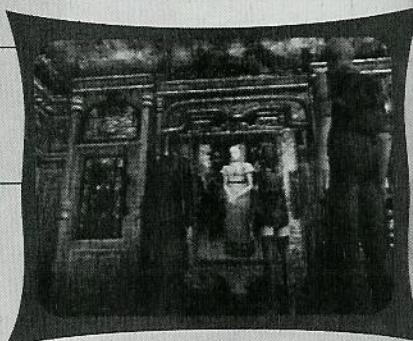


You can save your game after the fight. Leave this room; as you do, you are visited by Elaine's spirit. Koudelka calls her forth from her portrait. Elaine tells you that her husband Patrick succeeded in raising her body from the dead, but her spirit remains trapped. She urges you to destroy her body and turn it to ashes.

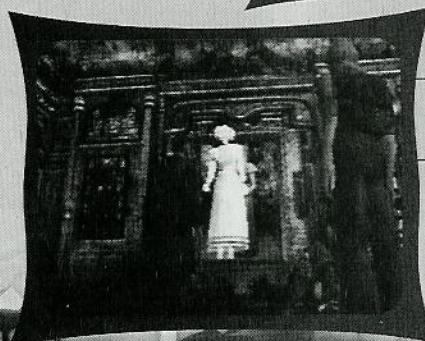


Water-based weapons and the Geyser spell prove completely ineffective against this beast.

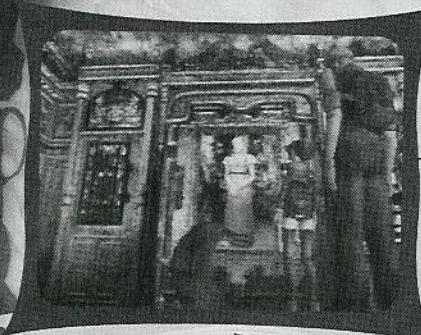
Koudelka calls forth the spirit of Elaine from the portrait.



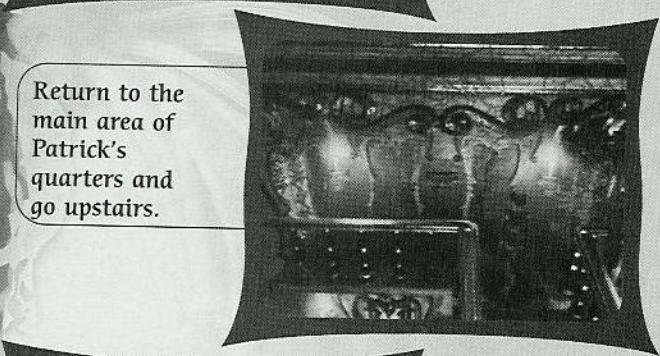
The Scapegoat attacks frequently with spells and usually hits the closest person.



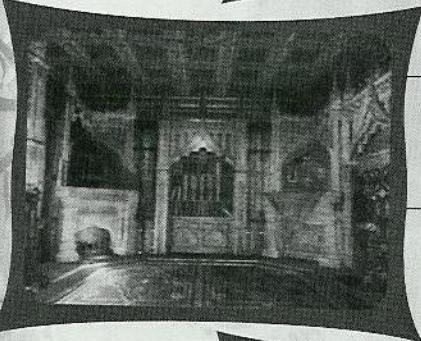
Elaine relates her terrible tale.



The thought of Elaine's suffering distresses James.



Return to the main area of Patrick's quarters and go upstairs.

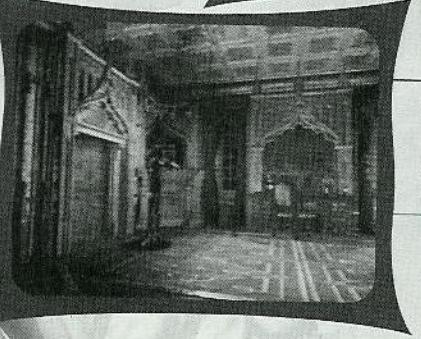


It looks like there may be something important in the bookshelf.

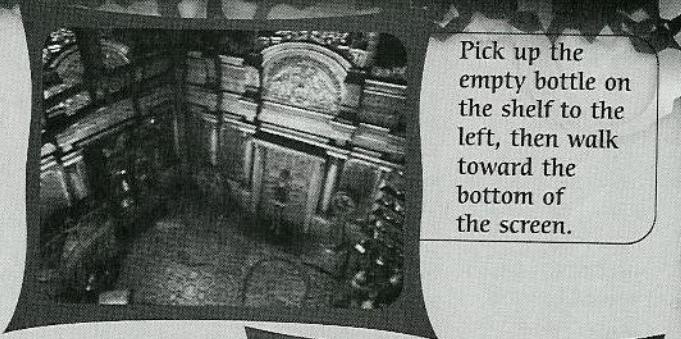


The books give you a clue to a secret passage in the next room.

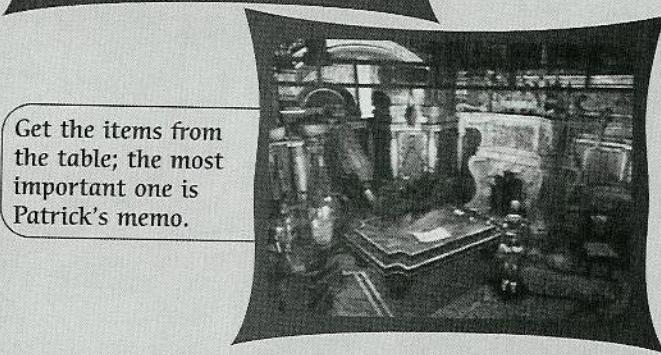
You see a scroll with a picture of a dragon.



Walk across the room to this door and into the laboratory.



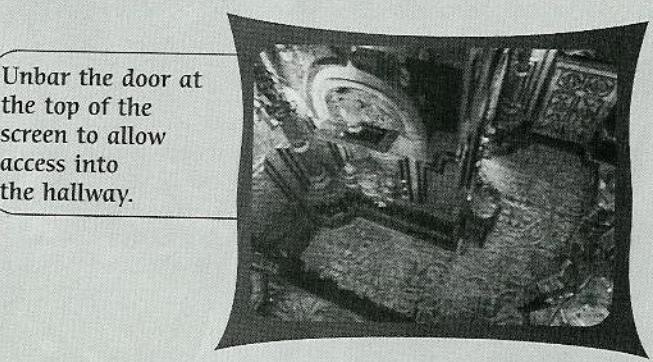
Pick up the empty bottle on the shelf to the left, then walk toward the bottom of the screen.



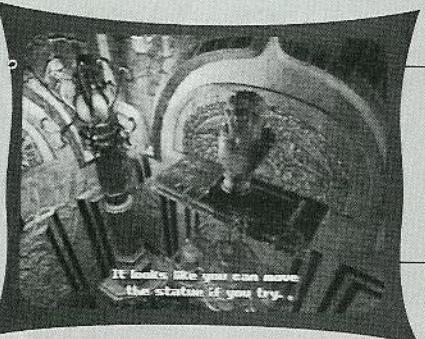
Get the items from the table; the most important one is Patrick's memo.



Return to the hallway and go downstairs. Go to the right of the stairs and climb the crates and furniture to the door at the top.

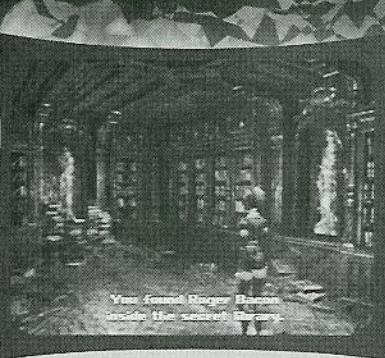


Unbar the door at the top of the screen to allow access into the hallway.



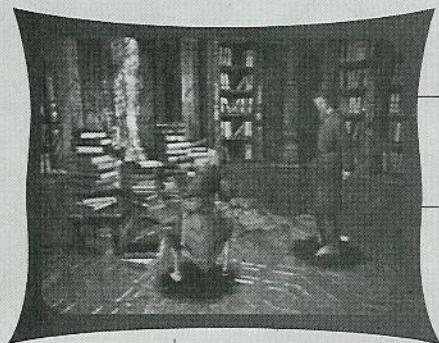
Examine the statue and move it to turn off the lights. This reveals a hidden door.

Patrick's Quarters



As you enter the secret library, you find Roger Bacon hard at work.

Roger is looking for something and doing some research. James appears to have heard of Roger, who now relates his tale. He was a powerful warlock 600 years ago and was commissioned by the Pope to re-create the *Emigre Document*. His work with the document has essentially given him eternal life, although he still ages.

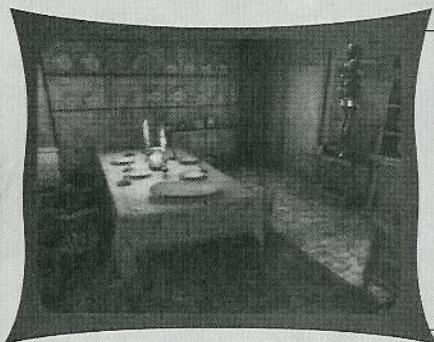


Roger tells his story to the three adventurers.

James is very interested to hear the tale of Roger's work with the *Emigre Document*.

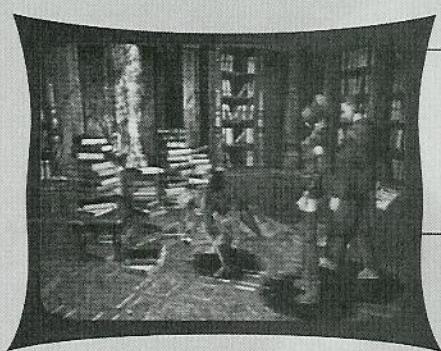


You now have the empty bottle, so return to the underground area. Go through Charlotte's quarters and climb on the furniture to find the exit back to the lower area.



Return to the acid tank and fill your bottle with acid. Then go back to Patrick's quarters and the secret library.

Roger is still in the library conducting research. James shows him the research notes retrieved from the gramophone room, and when Roger reads them, he tells the three that it is likely the notes are genuine. James pleads with Roger to tell him how to destroy Elaine's body, and Roger is confused as to whether to use fire or water to destroy it.



Roger reads the research notes and confirms the worst fears of the adventurers.

Go across the hall and back to Patrick's laboratory. Investigate the fireplace.



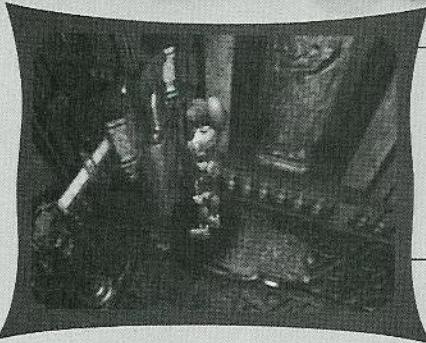
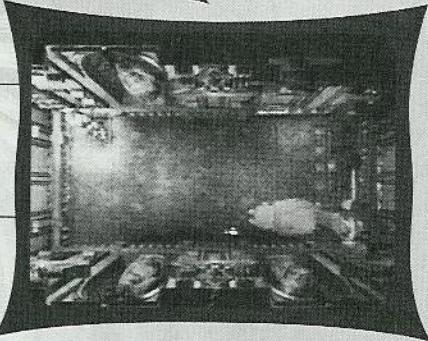
KODIKA



You discover a trapdoor here, possibly leading to some answers.

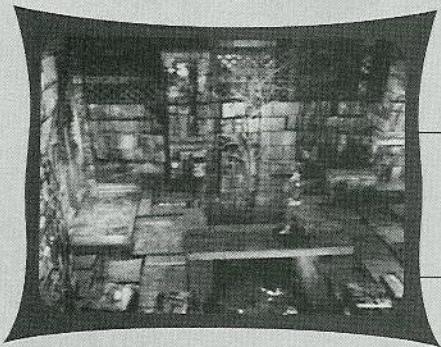
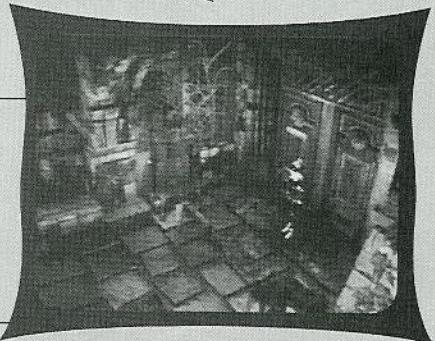
There's an opening beneath the fireplace, containing a ladder that goes underground.

Get the Panacea from the floor, then step onto the scale.



The door opens only when the correct weight is on the scale. Set the counterweight to 25 kilograms.

Go through the door and into the ruins. Investigate the body and get the tinderbox, the Shotgun 6, and shotgun shells.



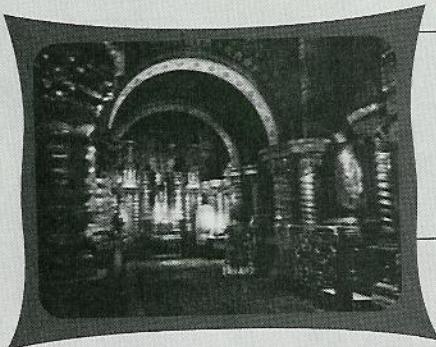
Cross the bridge to enter the main part of the vestry.



Into the Church

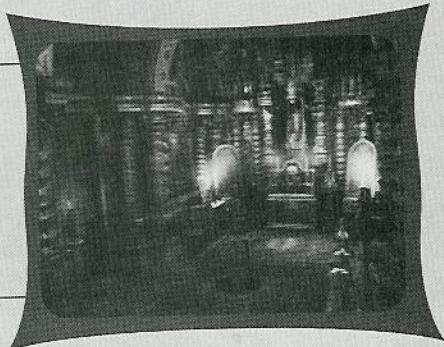
Into the Church

It is time to investigate the remaining section of Nemeton Abbey. You now need to enter the church's vestry and discover a way to reach the interior of the church itself. The solution is an interesting one. You also learn a little more of the histories of both James and Koudelka.



This part of the passageway contains nothing important. Walk forward to the Altar.

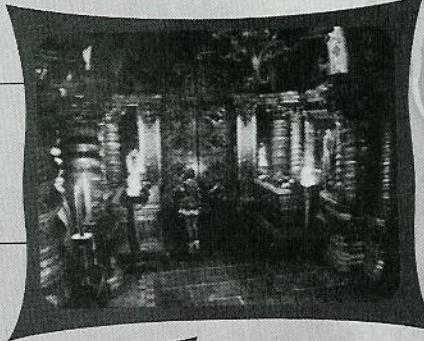
Get the Roman Nuts from the left table and pistol rounds from the right one, then investigate the Altar.



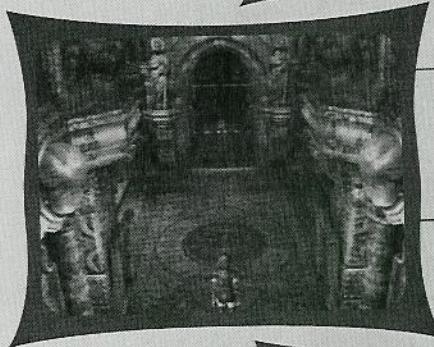
Get the shotgun rounds here, then head left.



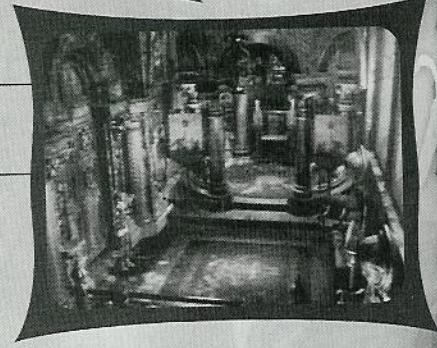
This is the door you unlocked by moving the dolls. Go through it.



Go through the door off to the right to enter the confessional.



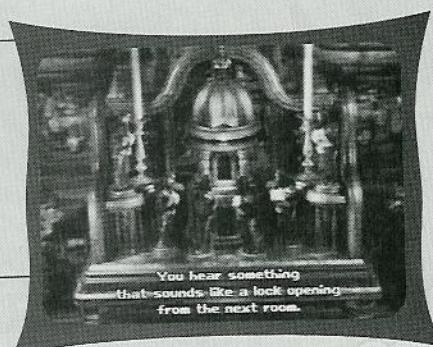
Go to the Altar in the back.



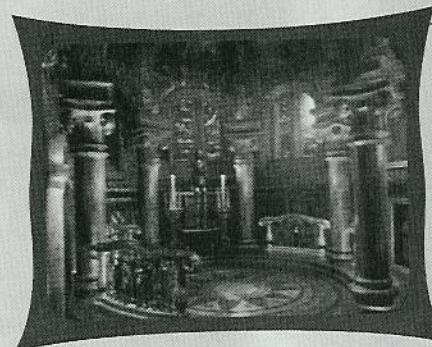
Turn them so they all face the inside. This unlocks a door several rooms away. Go through the door into the vestry.



You can move the four dolls on the bottom shelf.



Have Koudelka climb on the Altar. She sees something, but she can't get a look at it. Light the candles with the tinderbox you found.



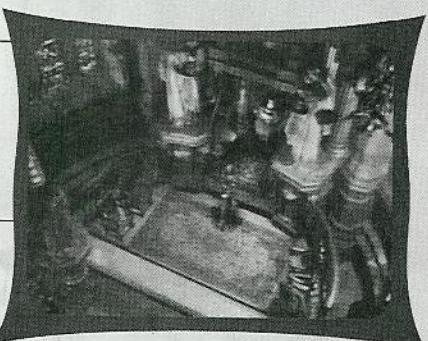
With the candles lit, the item is accessible. This is Lifedrinker, a very powerful sword.



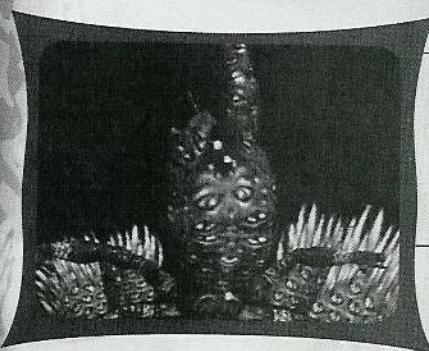
Do you want to pick up the item?



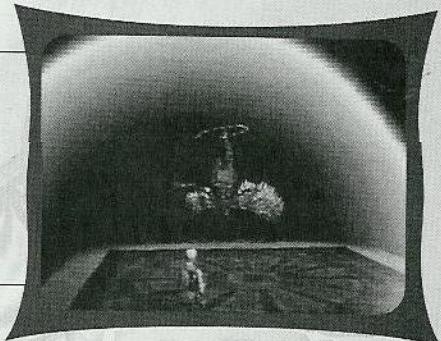
Step onto the platform to trigger the battle with the next monster.



The Apostle is a very tricky creature to kill. You need excellent timing to destroy him.



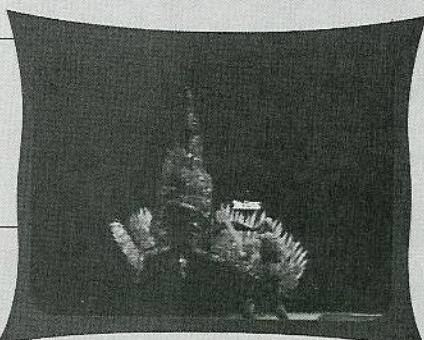
The Apostle attacks frequently with spells, unless Edward is close by. Move Edward near the Apostle as soon as you can.



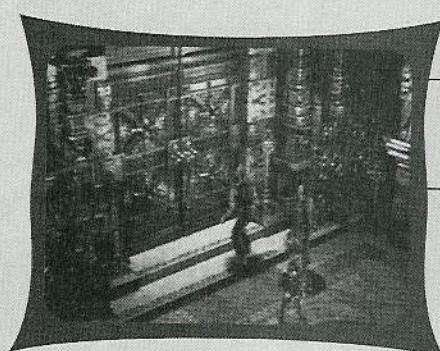
The Apostle sometimes moves strangely, wobbling from side to side. When he does this, he is immune to spells. When he's not moving, hit him with the Geyser Spell.



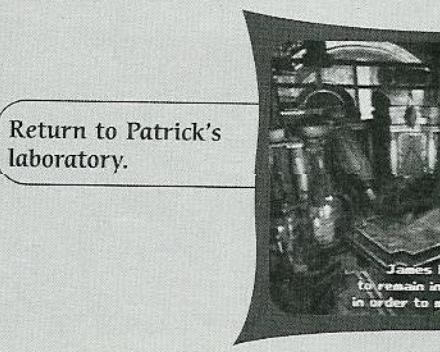
If Edward is carrying Lifedrinker, the Apostle can't harm him physically.



After your battle with the Apostle, save your game, then go back through the door you entered. A short cutscene talks about the final door in this room. It leads directly into the church sanctuary. You can't get in, but James has an idea. If he can get back to Patrick's laboratory, he thinks he can make nitroglycerin, especially now that you have the bottle of acid. With the nitro, you can blast through the door.



The way into the sanctuary is still blocked.



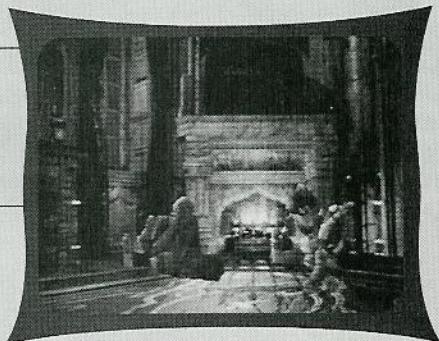
Return to Patrick's laboratory.

James has decided to remain in the laboratory in order to mix nitroglycerin.

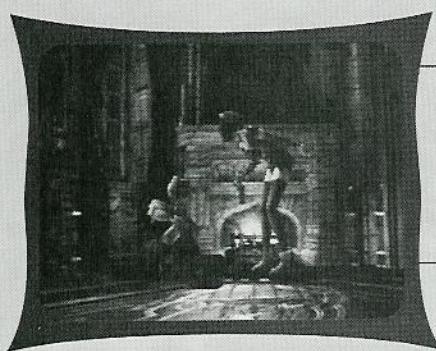
Into The Church

Back in Patrick's laboratory, James tells Koudelka and Edward to leave him while he makes the nitroglycerin. The two go out into the study. While they are waiting, they swap stories over bottles of whiskey. Edward started on his life of adventure when it became apparent he couldn't make it as a student. Koudelka also reveals her past history. She has been cursed with psychic powers her whole life and foretold the death of her own father. Her mother, fearing her, tried to kill her, and as a result Koudelka has been alone ever since.

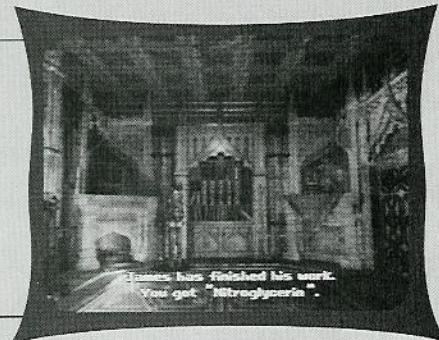
Koudelka and Edward trade stories over whiskey.



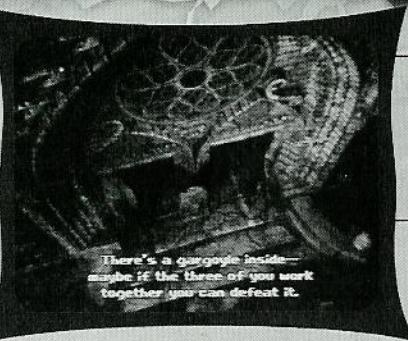
Edward tries to understand, but he'll never truly comprehend how alone Koudelka has been.



When the cutscene is over, you are in the study, and James has finished making the nitroglycerin.



It's now time to make a few choices. You can continue on at this point, knowing that you may not yet be powerful enough to destroy the monsters that await you, or you can spend some time walking around the already-explored portions of the abbey, looking for battles that will increase the levels of your three characters to 45 or higher. In your wanderings, make your way back out to the inner grounds of the abbey if you want to challenge the powerful Gargoyle. You should be 55 to beat the Gargoyle.

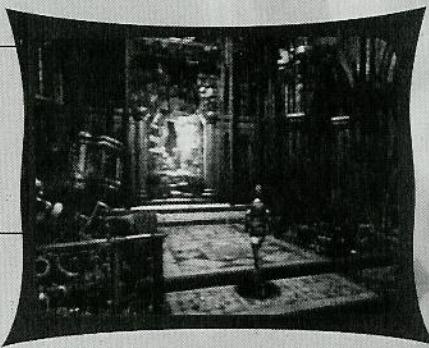


Return to the inner grounds and enter the church if you dare.

There's a gargoyle inside—
maybe if the three of you work
together you can defeat it.

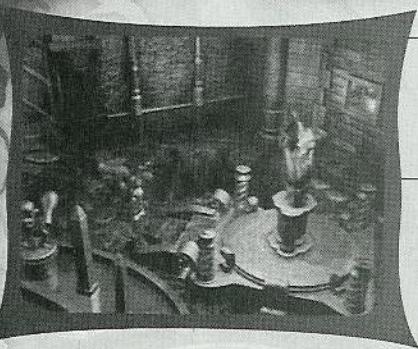
If you dare, you can take on the Gargoyle inside the church's nave. Be warned, though, that the Gargoyle is an incredibly strong foe. Most of your spells don't work well against it, although Flare and Tornado work better than most. In combat, the Gargoyle is incredibly powerful and immune to most weapons.

To find the Gargoyle, approach the pale blue light again.

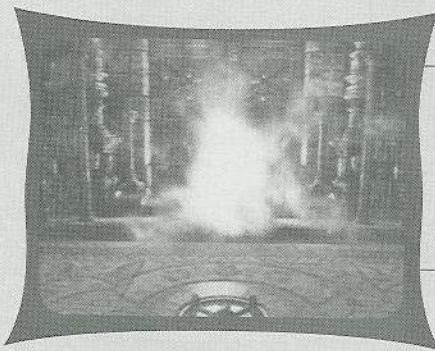


Killing the Gargoyle allows you to get the sword Sacnoth. To find Sacnoth, return to the inner grounds from the nave and go across to the opposite side. Near the main gate, head right to the statue of a man holding a sword. With the Gargoyle dead, you can take this sword. However, you do not need to kill the Gargoyle to win the game.





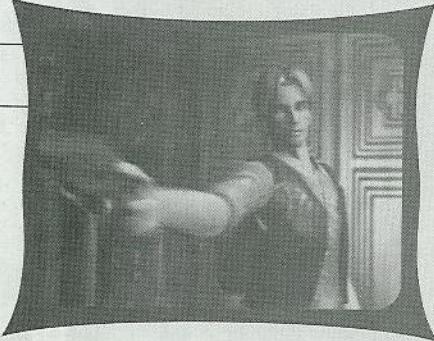
If you defeat the Gargoyle, you can take the sword from this statue.



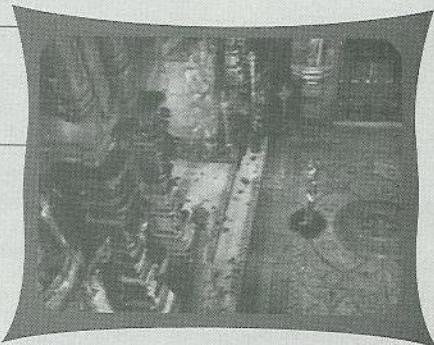
The door goes up in flames. From now on, you can pass freely through this opening.

When you are ready, return to the locked door in the vestry. In a very short cutscene Edward shoots the bottle of nitroglycerin, which has been placed in front of the door. The bottle explodes, taking the door with it.

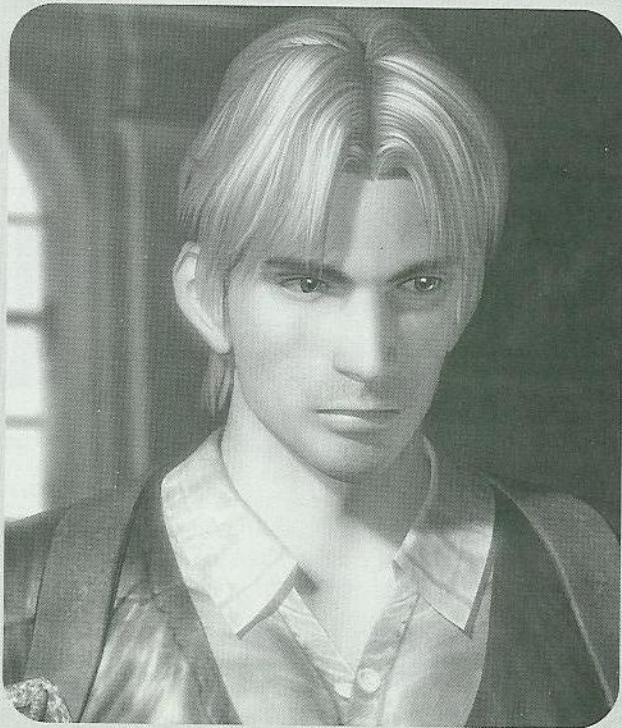
Edward takes aim.



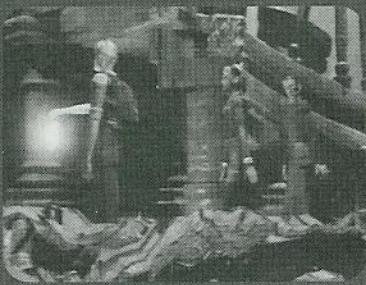
With the door in ruins, go into the church.



As you enter the church, a short cutscene plays. The three adventurers walk in, and the Tree of Life that was blocking their way through the nave is spreading everywhere.

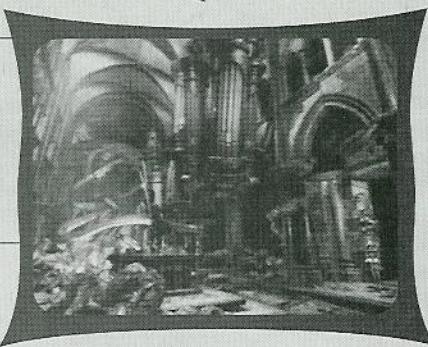


Into The Church

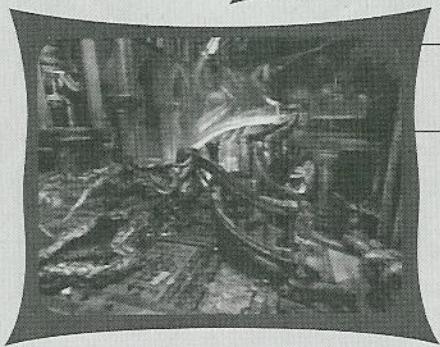


The Tree of Life covers everything inside the sanctuary.

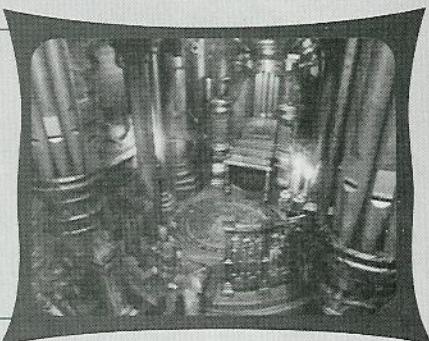
From the sanctuary, move toward the top of the screen to find the stairs.



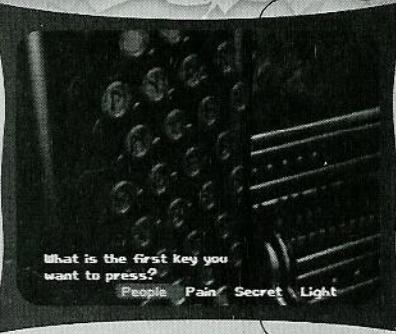
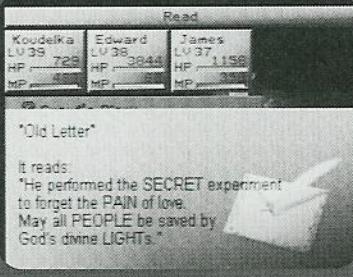
Go upstairs to the pipe organ.



Once at the top of the stairs, approach the pipe organ. Before you get to it, read the Old Letter in your inventory again.

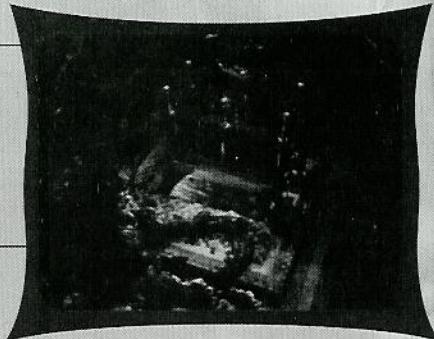


Note the order of the highlighted words in the letter.

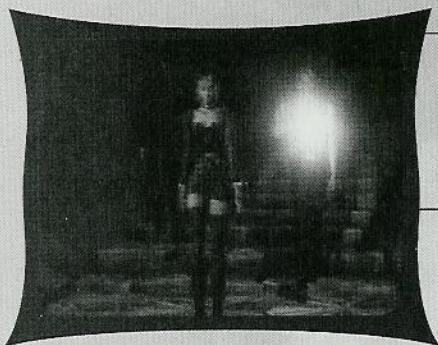


Approach the organ and press the keys in the correct order. Use the same order as the words in the letter: Secret, Pain, People, Light. Symbols show you which to press first.

The organ playing opens a path in the middle of the church. Descend the staircase and climb the altar.



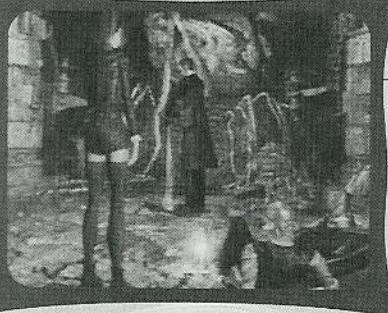
As you go downstairs, a cutscene plays. The Tree of Life is active here as well. In its roots, the three find Patrick's body. They rest awhile, then James decides he should go on without the other two. Naturally, both Koudelka and Edward object.



The three descend the staircase leading under the Tree of Life.

Here lies Patrick, killed by his own evil creation.



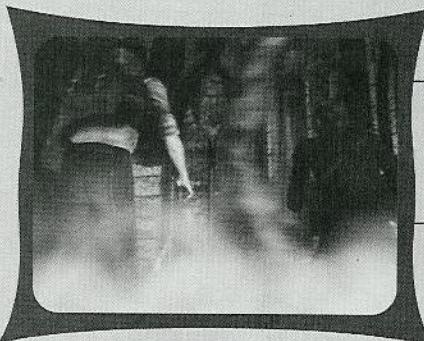


James prepares to venture ahead.

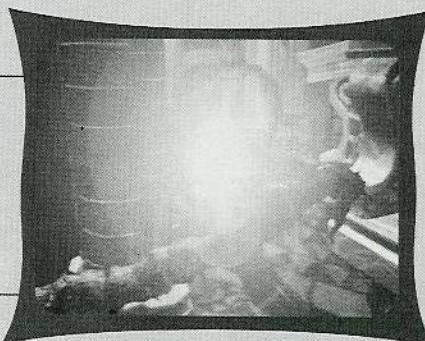
When the cutscene ends, walk forward and investigate the Cauldron of Life. When you have the opportunity, throw Daniel's arm into the cauldron.



If you throw "Daniel's Arm" in and call upon the power of fire...



The broken window seems the quickest way out.



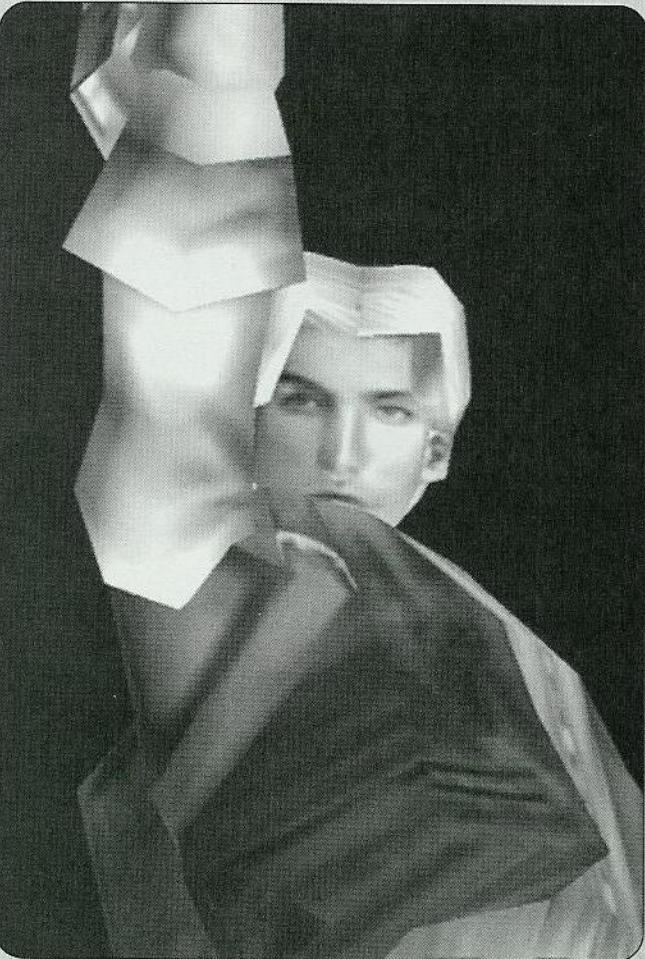
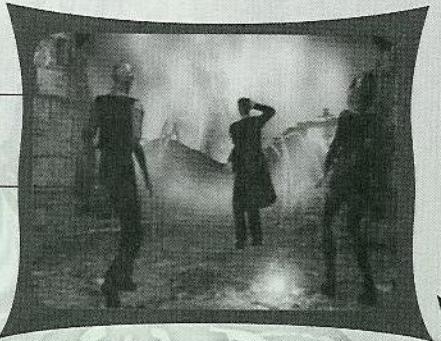
With everything burning, the only way to go now is forward to the final meeting with Elaine.

Using the arm triggers the final cutscene in this section of the game. James consecrates the arm and hurls it into the cauldron. The resulting cataclysm causes the Tree of Life to go berserk. The three rush upstairs, dodging the thrashing tree limbs. It smashes a stained glass window, and Koudelka leads the party outside to safety. Once there, James hurls a lantern into the middle of the sanctuary, burning the tree. You can't get back into the church or the abbey; you must continue forward.



James prepares to throw Daniel's arm into the Cauldron of Life.

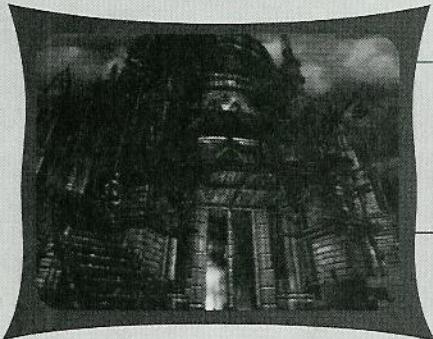
The tree starts to go berserk!



Dispelling the Evil

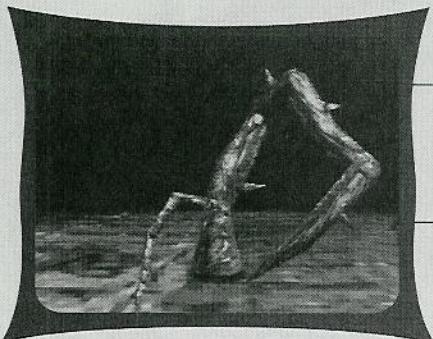
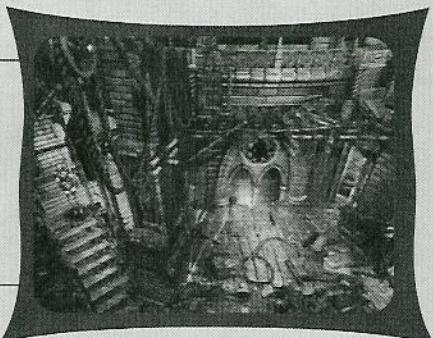
Dispelling the Evil

It all comes down to this: There is no way back into Nemeton Abbey from where you are, so you must climb the tower above the sanctuary and confront Elaine. This is a difficult battle, but with skill and luck you will survive.



Once outside, the only place to go is up. Take the stairs to the second level.

When you walk across the second level, you are attacked by a few Tentacles from the Tree of Life.

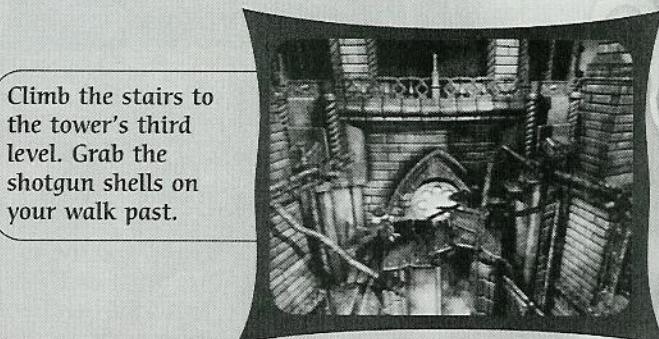


The three Tentacles are very powerful, but they are vulnerable to fire.

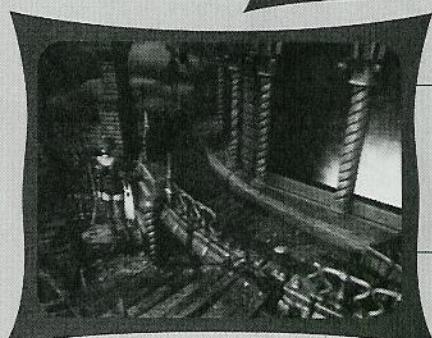
Use the Flare spell and have Edward attack with a fire-based weapon if you have one.



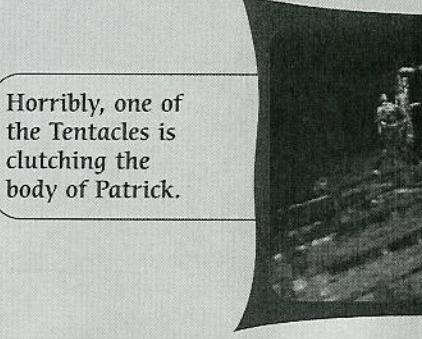
If your spells are powerful enough and the Tentacles are close together, you can hit several at once.



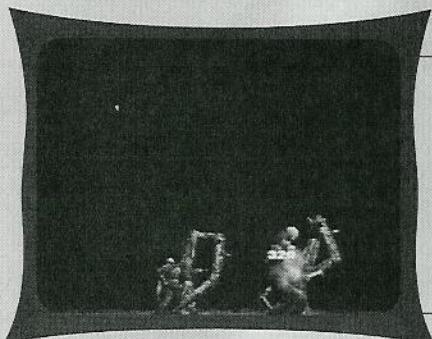
Climb the stairs to the tower's third level. Grab the shotgun shells on your walk past.



When you step out onto the platform, two more tentacles attack you



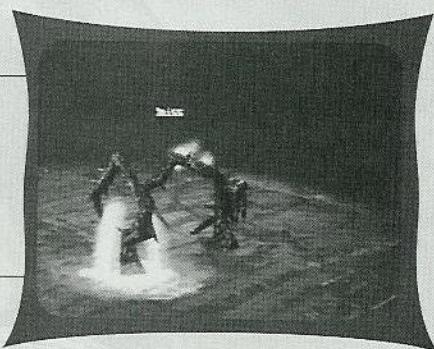
Horribly, one of the Tentacles is clutching the body of Patrick.



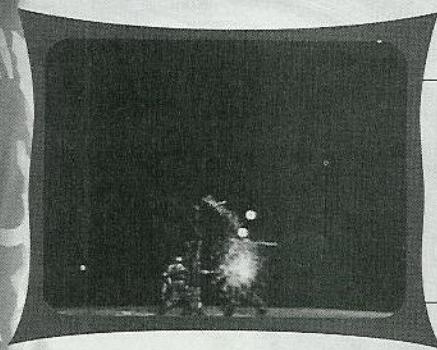
Move Edward forward and arm him with Lifedrinker—if he's equipped with something else, he will be hit hard.

KOUDELKA

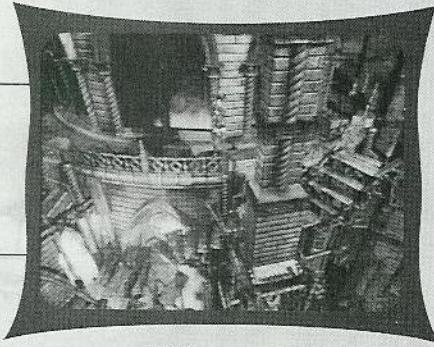
The Tentacle with Patrick's body will not take fire damage until the other Tentacle is dead.



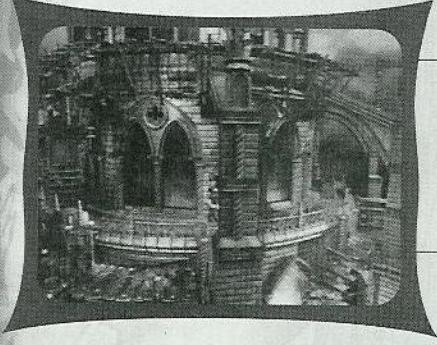
While Edward fends off the Tentacle with Lifedrinker, have Koudelka and James hit it with Flare spells.



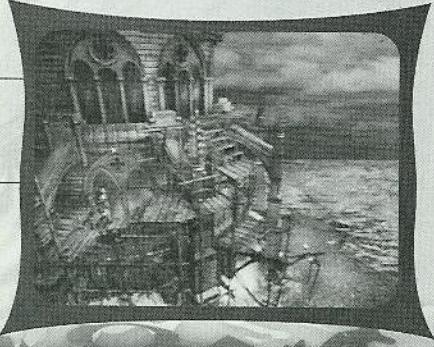
When the battle is over, walk to the left to find the next set of stairs.



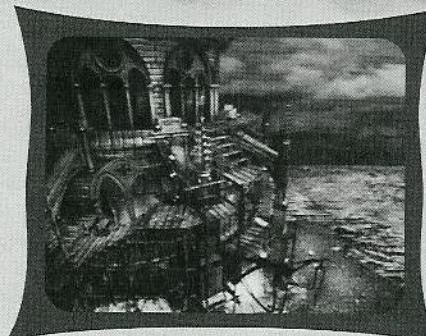
Continue around to find the stairs. Even here, you may be attacked by wandering creatures.



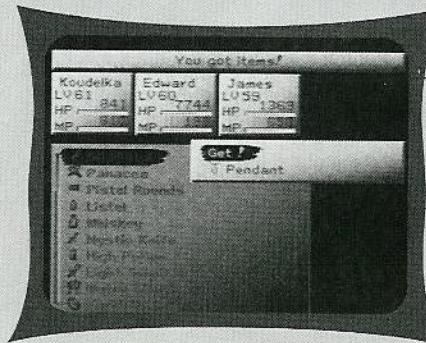
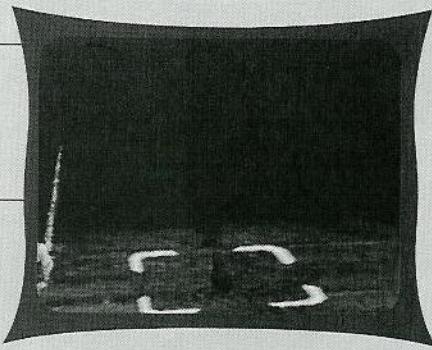
Go upstairs and step down close to the windows.



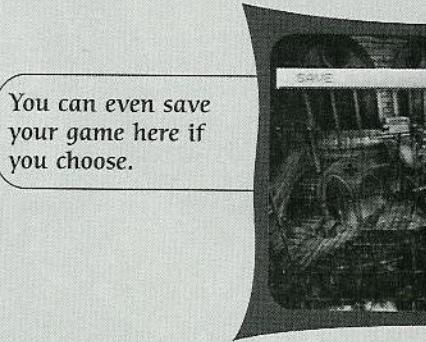
If you don't have the pendant, there's a way to get it. Move next to the final stairs up to the fourth level and climb up on the small platform.



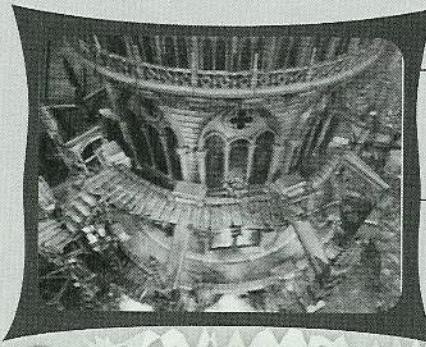
The black cat here should go down with a few swings of Sacnoth.



When the cat dies, you will receive the pendant.



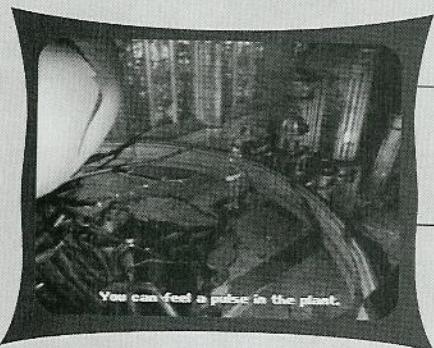
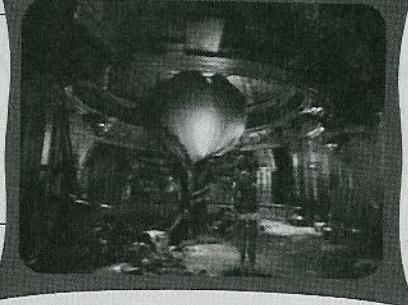
You can even save your game here if you choose.



Head back inside. Your first real encounter with Elaine awaits.

Dispelling the Evil

This is the top of the Tree of Life. Walk around the platform to the far side.



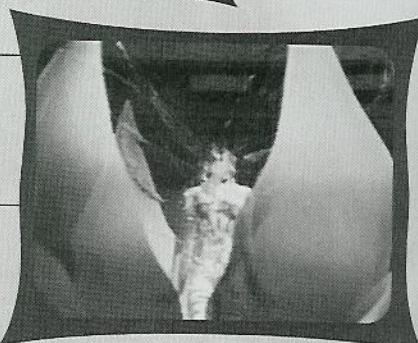
Keep walking around the tree until you see this message.

You can feel a pulse in the plant.

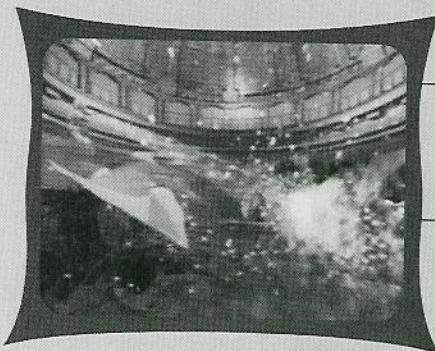
As you walk around the flower at the top of the Tree of Life, it suddenly comes alive. While Edward, James, and Koudelka watch in amazement, the flower opens and the twisted body of Elaine inside awakens. Elaine sees the three and attacks, but Koudelka is faster, fighting off the attack with the magical pendant. Elaine then springs to the ceiling and tries to crawl away, but Edward shoots her down. It appears to all be over, but Elaine is far from dead. She awakens and starts to chase the three up the stairs to the spire.



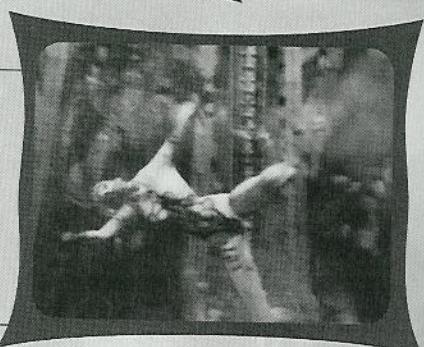
The three watch the opening of the flower at the top of the Tree of Life.



The twisted, evil body of Elaine awakens inside the flower.



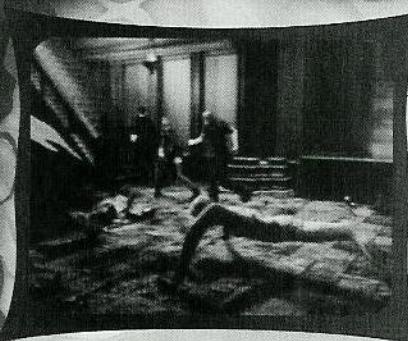
Elaine attacks, but Koudelka uses the pendant to stop her.



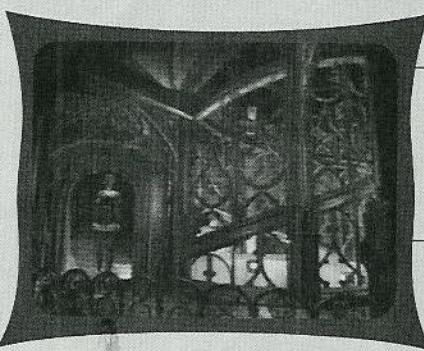
Elaine tries to escape, but Edward shoots her down from the ceiling. You'll find that your weapons do no damage.



This is far from over. Elaine is only stunned and rises to attack.



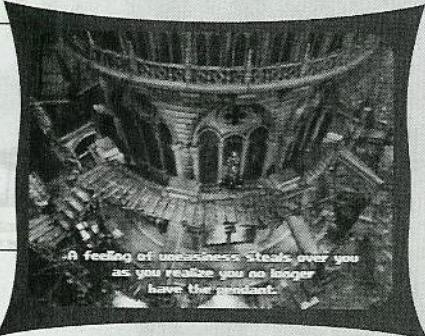
Edward, James, and Koudelka flee.



After the initial cutscene with Elaine is over, walk forward.

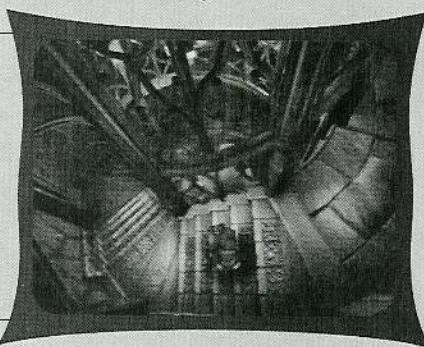
Caution

If you have come this far without the pendant, your game will be over. You must have the pendant from the fountain to go any farther. Without it, Koudelka will hesitate when she steps down onto the fourth level; when Elaine awakens, her initial attack will destroy the entire party in a terrifying endgame sequence. You must have the pendant!

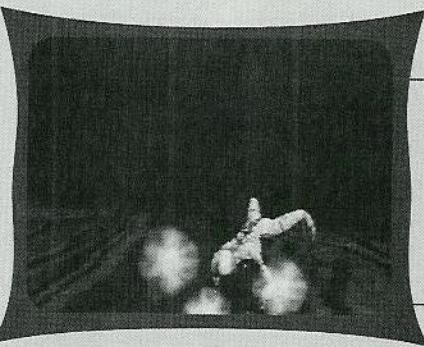


If you see this message, it means you are missing the pendant necessary to stop Elaine's attack.

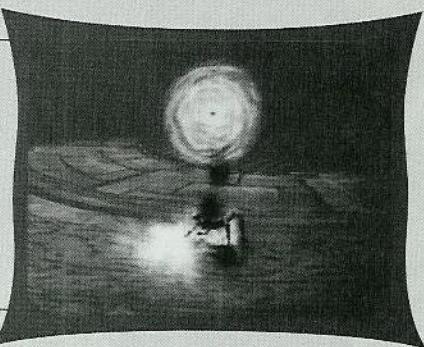
Head up the stairs to the fifth level. As with the Tentacles below, as soon as you step off the stairs you are attacked, but this time it's Elaine who catches you.



Elaine attacks with spells, mainly. Move Edward forward to keep her from approaching Koudelka.



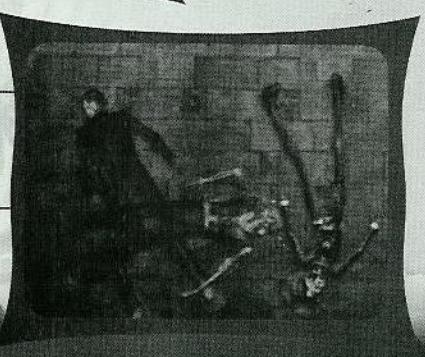
Don't use the Megalith or Geyser spell against Elaine; she is currently immune to them. Tornado and Flare both work very well, however.



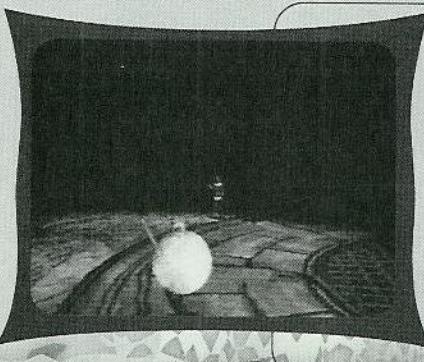
While you may want to keep attacking, you should protect everyone with the Reflect spell. Not only does this keep your party safe, but Elaine's powerful spells then affect her instead.



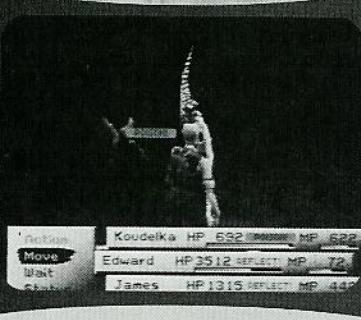
Nothing can stop Elaine's attack if you don't have the pendant.



This fate awaits you if you aren't careful.



Dispelling the Evil

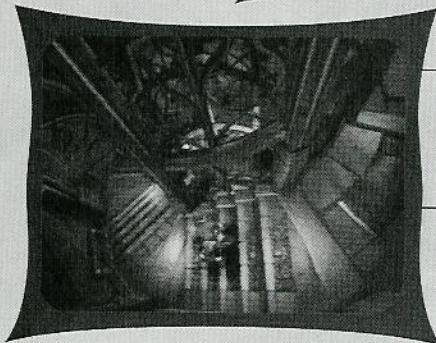
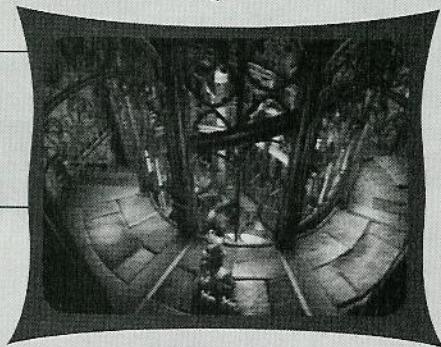


Most physical weapons do normal damage to Elaine, but the Evil horn will do a lot. Remember, if you use a light weapon here, you will help to heal Elaine.

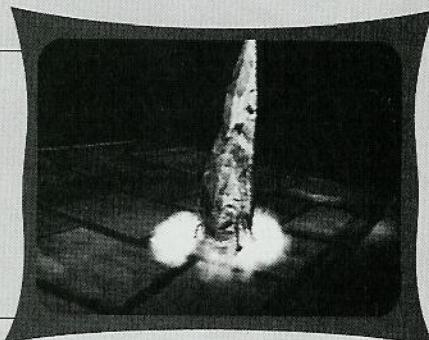


After this battle, make sure everyone is healed up and that both Koudelka and James have their maximum magic points. Also, switch Edward's weapon to Lifedrinker or Sacnoth.

After the battle continue toward the top of the tower.

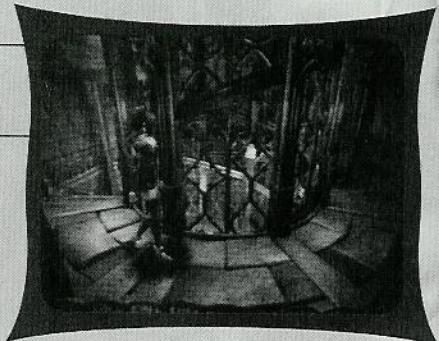


Once again, when you reach the top of the stairs, Elaine attacks.

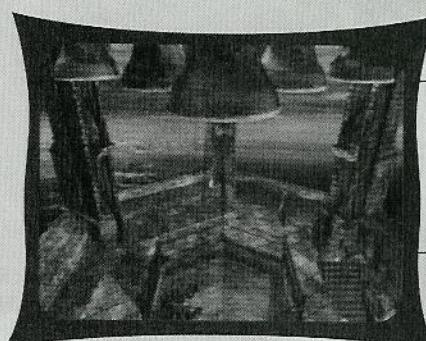


Things are different this time around: Now Elaine is immune to Flare and Tornado but is affected by Megalith and Geyser.

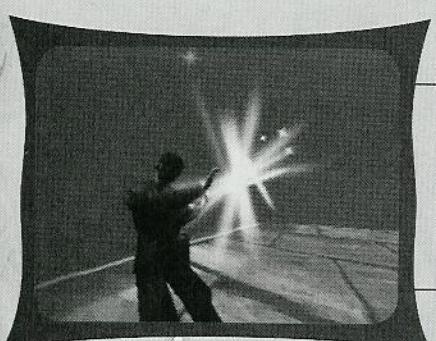
Again, continue toward the top.



As the party arrives at the top of the tower, a cutscene begins. It appears to be the beginning of a beautiful day, but it is spoiled by Elaine's arrival. Despite the two setbacks, she is still coming and still powerful. She reaches the top of the tower and transforms, becoming a huge, horrible creature that appears to be a large spider joined with the body of a woman. Elaine screams and destroys the top of the tower, showering the area with debris. Then, the final battle begins.



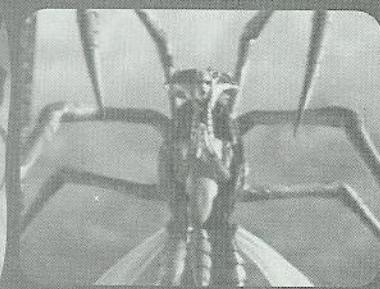
It might be a nice day if it weren't for the location and the coming battle.



Elaine still attacks with spells. Use the Reflect spell to bounce her spells back to her.

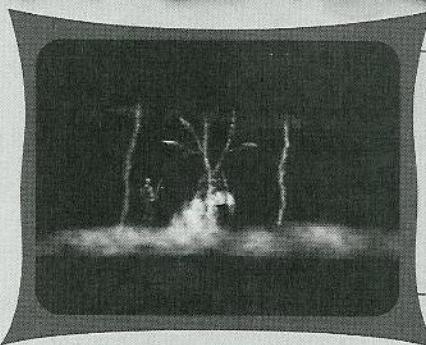
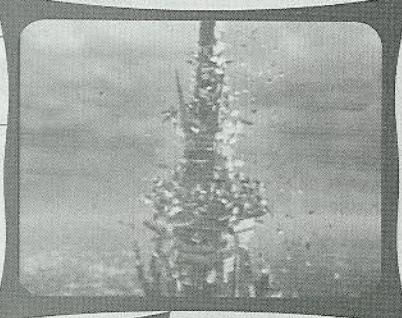
Elaine catches up again, and this time you have nowhere to run.





Elaine's transformation is complete.

The spire of the tower shatters.

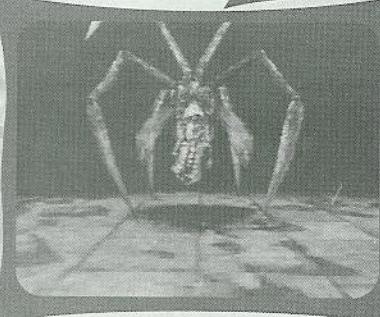


This is a withering spell from Elaine, but if you have Reflect cast, no one will get hurt by it but her.

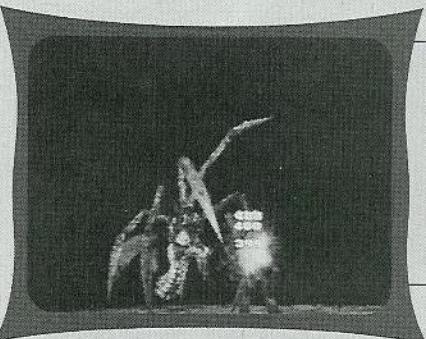
You can use any of your offensive spells. They all affect Elaine, but they won't be as damaging as you are used to.



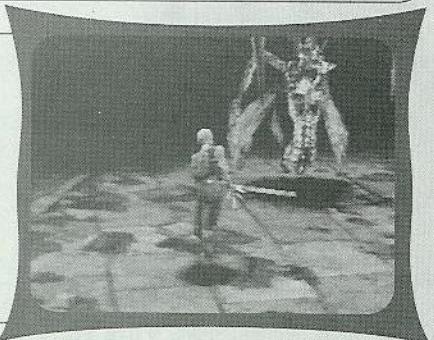
Edward can expect to be hit frequently, but Lifedrinker helps restore lost hit points.



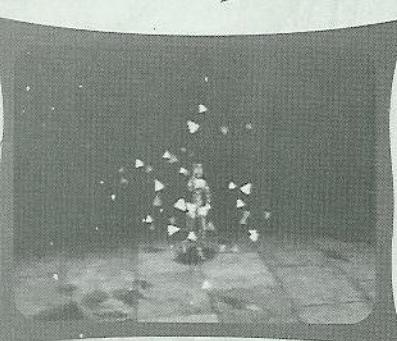
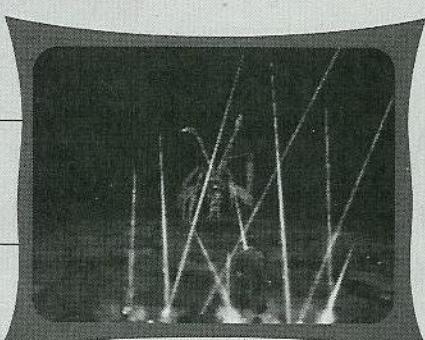
The transformed Elaine is much more powerful than the two incarnations you have already fought. She's vulnerable to all of your spells this time, though.



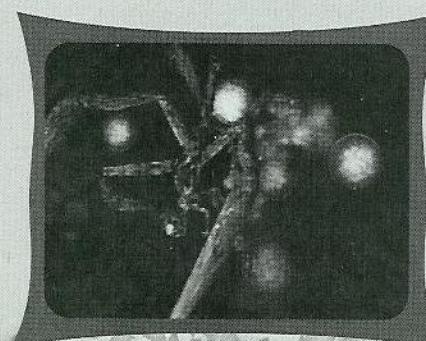
Edward should charge her and attack with Lifedrinker. This helps keep him healthy, because it restores hit points with every successful attack.



Elaine casts another powerful spell.

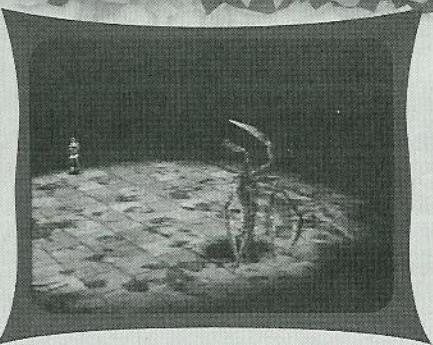


Elaine's spells are now even more powerful, so your Reflect spell is vital. Everyone should use it, and when it wears off, it should be cast again.



Elaine heals herself frequently. This can be frustrating, but when she's healing, she's not attacking you.

Dispelling the Evil



You finally do enough damage to kill Elaine. It takes some time, but if you are careful with your Reflect spells and keep hitting her, she goes down.

When Elaine finally dies, the last cutscene begins. Her huge, distorted body begins to break apart, and it appears that she wants to say something. But before she can, her legs give out, and her body tumbles back into the sanctuary seven stories below.

Roger Bacon has witnessed all of this, and the old sorcerer is somewhat amused by the goings-on. Up on top of the tower, Koudelka and Edward try to explain what has happened while James simply remembers the Elaine of the past.

Note

If you do not beat Elaine, you get a different ending.



Elaine is dying, and her spirit is now free.

It appears that she wants to speak before life finally leaves her.



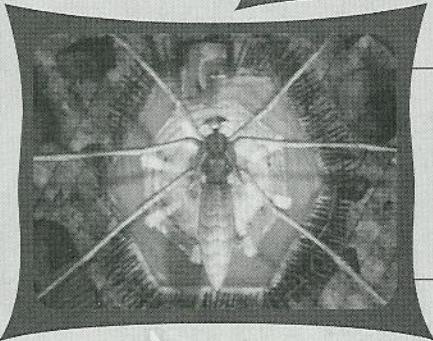
Roger has seen the final death of Elaine, and it's perhaps the most bizarre and inexplicable thing he's seen in seven centuries.



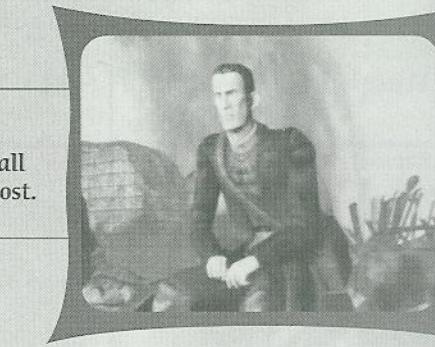
Edward can't explain what happened, but he's happy to be alive.



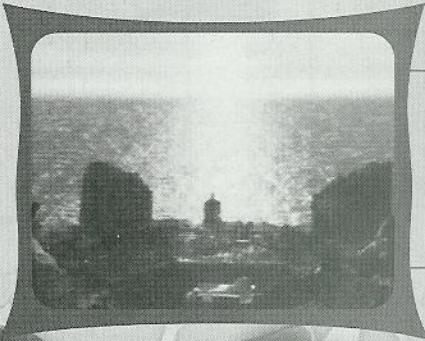
The battle was hard on Koudelka as well.



But before she can get the words out, she falls back into the sanctuary.



The battle over, James considers all he has won and lost.



The sun rises over Nemeton Abbey. Perhaps it will turn out to be a nice day after all.

Magic Point Costs of Spells

Spell	Cost for Level 1	Cost for Level 2	Cost for Level 3
Heal	6	12	24
Flare	8	16	32
Geyser	8	16	32
Tornado	8	16	32
Megalith	8	16	32
Revive	18	36	72
Reflect	18	36	72
Fortify STR	8	16	32
Fortify VIT	8	16	32
Fortify DEX	8	16	32
Fortify AGL	8	16	32
Fortify INT	8	16	32
Fortify PIE	8	16	32
Fortify MND	8	16	32
Fortify LUC	8	16	32

Weapons

Each weapon in *Koudelka* increases or decreases some of the statistics of the character using it. These are not set in stone: While two B swords both affect the same statistics, amounts differ slightly.

On the following table, all adjustments are increases to statistics unless otherwise noted. Ranges are based on the following:

- ◆ 1-5 point increase/reduction—slight
- ◆ 6-10 point increase/reduction—minor
- ◆ 11-20 point increase/reduction—good
- ◆ 21-30 point increase/reduction—major
- ◆ 31-40 point increase/reduction—significant
- ◆ 41 or greater point increase/reduction—massive

Weapon	Weapon Category	STR	VIT	DEX	AGL	INT	PIE	MND	LUC
Automatic pistol	pistol	minor	slight reduction	good	minor	none	slight reduction	none	none
Axe	axe	good	slight	slight reduction	slight reduction	none	none	none	none
B axe	axe	significant	minor	slight reduction	slight reduction	none	none	none	none
B sword	sword	major	none	good	slight reduction	none	none	none	none
Barballa	glove	good	good	none	good	none	none	none	none
Bare hands	bare hand	none	none	none	none	none	none	none	none
Board	club	minor	slight	minor	none	none	none	none	none
Bowgun	rifle	significant	none	minor	slight	none	none	none	none
C knife	knife	minor	none	minor	slight	none	none	none	none
Cat's eye	bare hand	none	none	none	minor	slight	minor	slight	none

Statistics

Weapon	Weapon Category	STR	VIT	DEX	AGL	INT	PIE	MND	LUC
Claws	bare hand	minor	none	minor	good	none	none	none	none
Club	club	good	slight	slight	none	none	none	none	none
Crossbow	rifle	massive	none	good	minor	none	none	none	none
DA pistol	pistol	good	slight reduction	minor	slight	none	slight reduction	none	none
Dagger	knife	minor	none	minor	minor	none	none	none	none
Dirk	knife	good	none	minor	minor	none	none	none	none
Evil horn	special	none	none	none	none	slight	minor	slight	none
Galahad sword	special	minor	none	minor	none	none	none	none	none
Girdle sword	special	minor	none	minor	none	none	none	none	none
Glaive	spear	major	minor	minor	none	none	none	none	none
Hammer	club	good	slight	minor	none	none	none	none	none
Knife	knife	minor	none	slight	slight	none	none	none	none
Knuckles	bare hand	minor	none	minor	good	none	none	none	none
L sword	sword	major	none	good	slight reduction	none	none	none	none
Lance	spear	major	minor	slight	none	none	none	none	none
Lifedrinker	special	significant	slight reduction	significant	slight reduction	none	none	none	minor reduction
Mace	club	none	slight	none	none	slight	slight	slight	none
Mittens	glove	minor	minor	none	minor	none	none	none	none
P spear	spear	major	slight	slight	none	none	none	none	none
Pickaxe	club	major	slight	minor	none	none	none	none	none
Pipe	club	good	slight	minor	none	none	none	none	none
Rapier	saber	good	none	slight	slight	none	none	none	none
Rifle	rifle	minor	slight reduction	minor	slight	none	slight reduction	none	none
Rifle RD	rifle	good	minor reduction	good	minor	none	minor reduction	none	none
Rod	club	none	none	none	none	minor	minor	minor	none
S patah	glove	minor	minor	none	minor	none	none	none	none
S sword	saber	good	none	minor	slight	none	none	none	none
SA pistol	pistol	slight	slight reduction	minor	minor	none	slight reduction	none	none
Saber	saber	good	none	slight	none	none	none	none	minor
Sacnoth	special	massive	none	major	minor	none	none	none	none
Scimitar	sword	major	none	minor	slight reduction	none	none	none	none
Shotgun 2	rifle	good	slight reduction	minor	slight	none	slight reduction	none	none
Shotgun 6	rifle	major	minor reduction	good	minor	none	minor reduction	none	none
Shotgun RD	rifle	major	slight reduction	good	minor	none	minor reduction	none	none
Spear	spear	good	slight	slight	none	none	none	none	none
Tabar	axe	major	minor	slight reduction	slight reduction	none	none	none	none
Tulwar	saber	good	none	slight	none	none	none	none	minor
W axe	axe	major	good	slight reduction	minor reduction	none	none	none	none
W patah	glove	good	good	none	good	none	none	none	none
W sword	sword	good	none	minor	slight reduction	none	none	none	none

Armor and Accessories

All armor and accessories increase or decrease some statistics. These are not set in stone: While two suits of rags will both increase or decrease the same statistics, the amounts will differ slightly.

On the following table, all adjustments are increases to statistics unless otherwise noted. Ranges are based on the following:

- ◆ 1-5 point increase/reduction—slight
- ◆ 6-10 point increase/reduction—minor
- ◆ 11-20 point increase/reduction—good

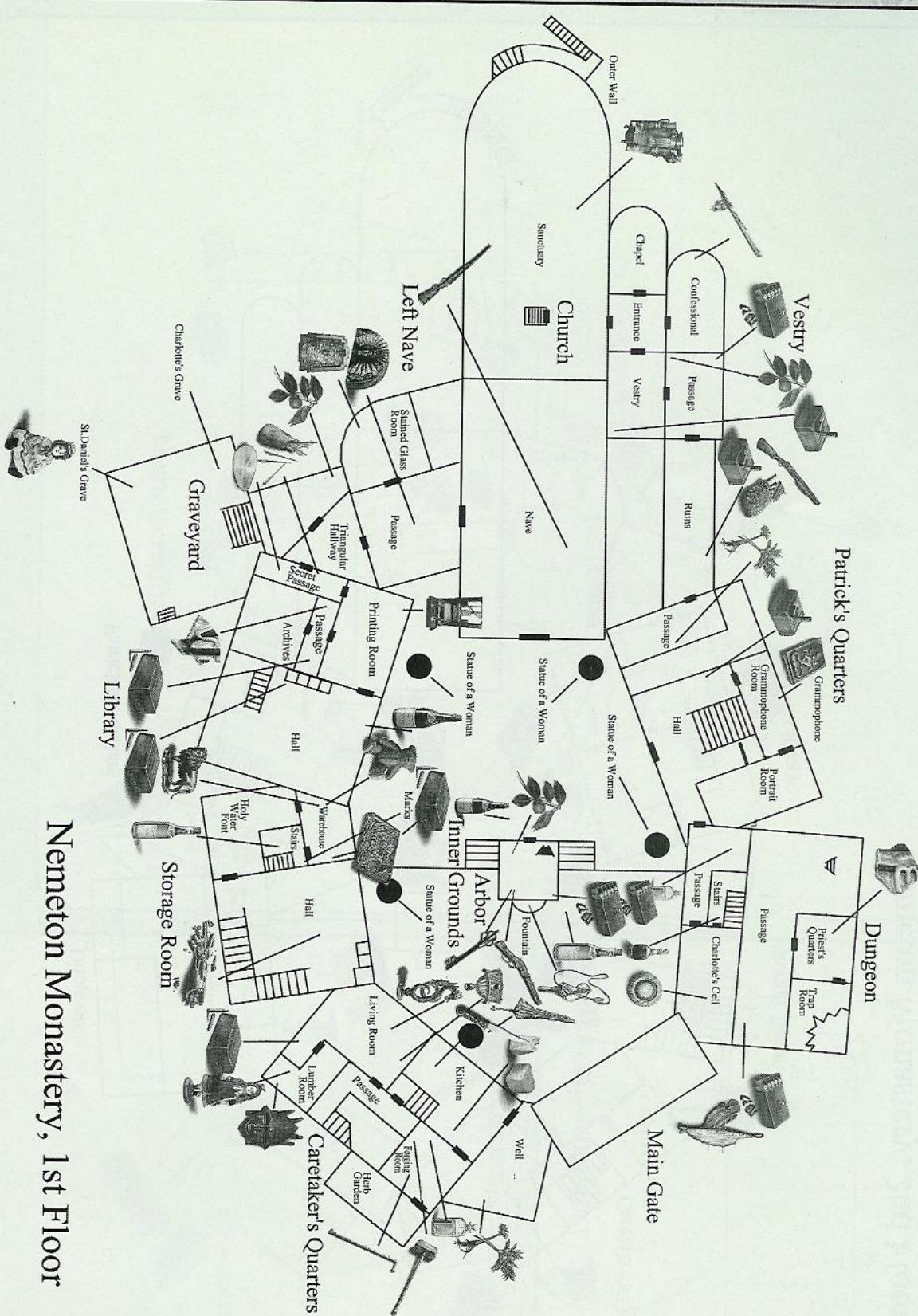
Item	Item Category	STR	VIT	DEX	AGL	INT	PIE	MND	LUC
L mail	armor	none	minor	none	none	none	none	none	slight
C mail	armor	none	good	none	none	none	none	none	slight
P mail	armor	none	good	none	none	none	none	none	minor
Rags	armor	none	none	none	none	none	minor	none	slight
Frock	armor	none	none	none	none	none	minor	none	slight
Robe	armor	none	none	none	none	none	good	none	slight
Ring	accessory	none	none	none	none	slight	minor	slight	none
J ring	accessory	none	none	none	none	minor	good	minor	none
Badge	accessory	none	none	none	none	good	minor	slight	none
Rosario	accessory	none	none	none	none	minor	minor	good	none
Flare brooch	special	none	minor	none	none	minor	minor	minor	none
Star brooch	special	none	none	good	none	minor	minor	minor	none
Brooch	accessory	none	none	none	none	minor	slight	minor	none
Jewel	accessory	none	none	none	none	minor	minor	good	none
Pendant	special	none	none	none	none	minor	minor	good	good

Health and Magic Restoratives

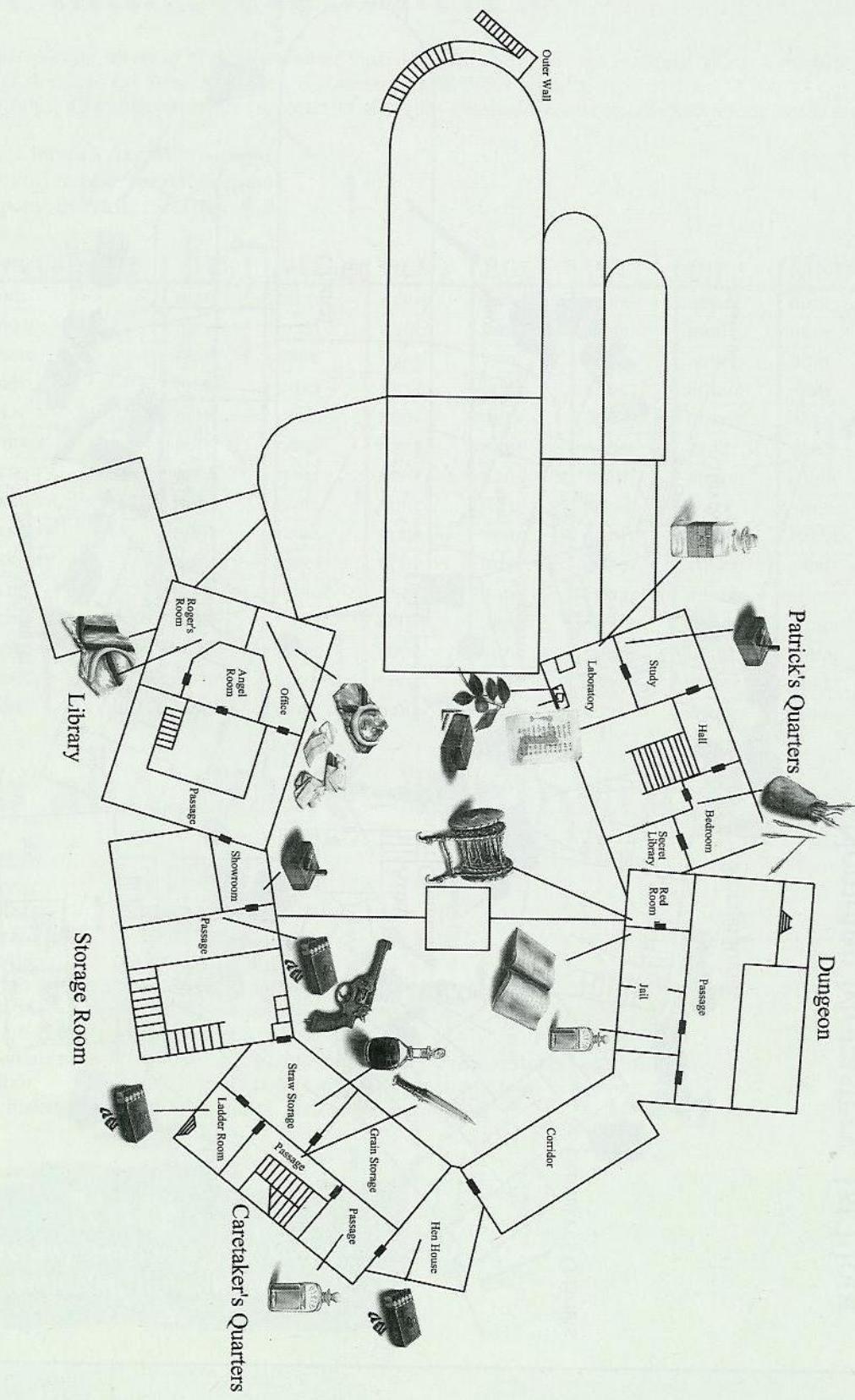
Item	Restores
Bread	150 hit points
Cheese	250 hit points
Dried food	350 hit points
Potion	500 hit points
High potion	1,500 hit points
Listel	40 magic points
High Listel	100 magic points
Roman nuts	all lost hit points and magic points, restores consciousness
Elixir	all lost hit points and magic points
Whiskey	50 hit points, restores consciousness

Note

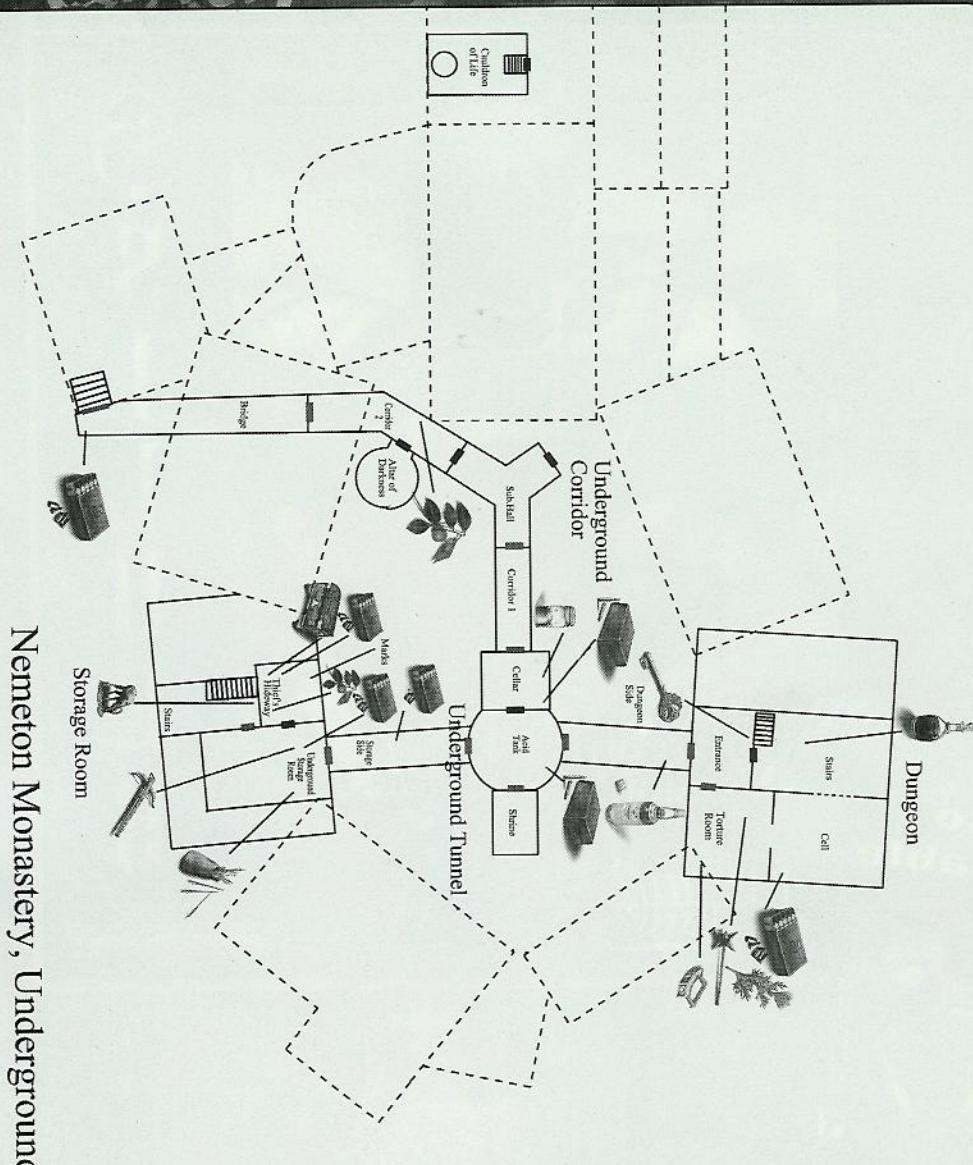
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Nemeton Monastery, 1st Floor

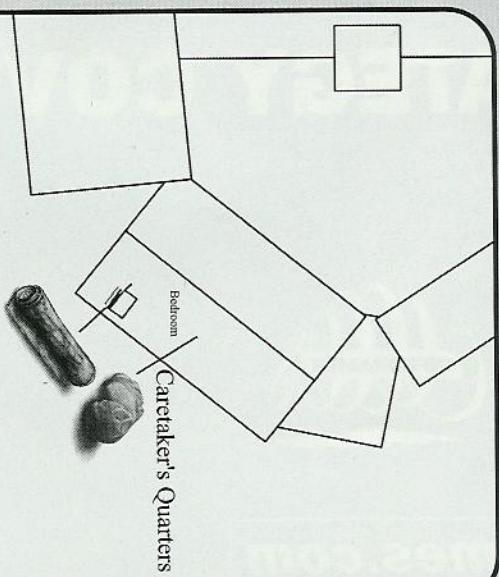


Nemeton Monastery, 2nd Floor

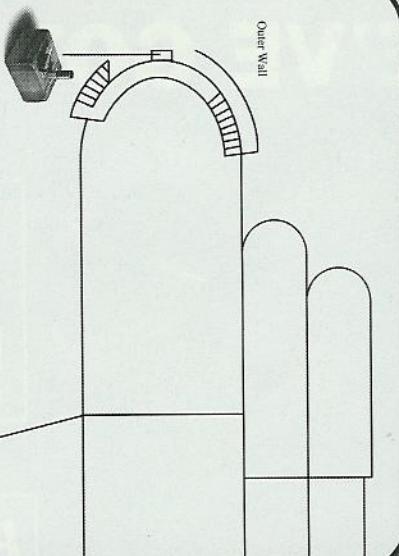


Nemeton Monastery, Underground

Nemeton Monastery, 3rd Floor



Nemeton Monastery, 3rd Floor



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